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La Pucelle TACTICS

OFFICIAL STRATEGY GUIDE

By Kathleen Pleet

This game has received the following rating from the ESRB: T TEEN CONTENT RATED BY ESRB

COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM

MASTIFF

THE PATH OF DEVOTION

Fifty years ago, the Maiden of Light fought the Dark Prince in a cataclysmic battle recorded only in the Holy Book of Light. But not even that sacred text reveals the final outcome of the struggle...

Prier, a young orphan raised to follow the teachings of the Church of the Holy Maiden, has held tight to her dream of becoming the Maiden of Light. To this end, she became a Sister of the church. She also passed her Demon Destruction Exam to join La Pucelle, a team dedicated to protecting the world from demons. In a time when the forces of light and darkness are about to enter into their epic confrontation yet again, Prier and her companions learn not just about their own realm, but about the nature of friendship, love, and redemption.

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HOW TO USE THIS GUIDE

This guide offers everything that you need to know about the world and strategies involved in *La Pucelle: Tactics*. This brief chapter explains how to navigate through the information presented so that you can get the most out of everything available.

Friends of La Pucelle

There are many different characters within your party. The information regarding each of the characters (and the monsters that can become part of your party) is listed in tables that describe the character or monster family as well as their Special Abilities and their ranges. The character pages are spread throughout the walkthrough.

SPECIAL ABILITIES

COLOR	SPECIAL ABILITY	DESCRIPTION
Red	Short Range/Melee Attack	Typically strong physical attacks utilized by the stronger, more durable characters on the team.
Green	Medium Range Attack	Used both by front line and support characters to reach a fair distance.
Yellow	Long Range Attack	Cover long distances and are used from behind the front line or to reach deeper into the enemy force's lines.

Tables for Skills, Spells, and Equipment

As your characters gain levels, they learn different Skills. The equipment that they wear determines part of this path. The tables for equipment help you decide which piece best suits your character and your monetary funds.

Maps and Walkthrough Information

Each battle takes place on an Area Map, or stage. There are certain enemies that exist on the stage as the battle begins, and others may appear through Dark Portals. The walkthrough information gives you a view of the stage as well as what enemies to expect. Here's an example of what is detailed throughout the walkthrough.

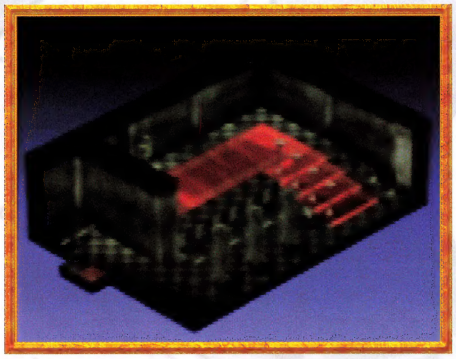
Mini-Bestiaries

The mini-bestiaries list all the monsters on a stage (as well as those that may appear later) and give you some idea as to the Special Abilities that they may possess. The following example illustrates the mini-bestiary for the Tiny Bat.

TINY BAT

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

Hall of Truth



ENEMIES
6 Tiny Bats
DARK PORTAL ENEMY
Tiny Bat

TIPS & SIDEBARS

Tips provide valuable hints and suggestions that can add to your gaming experience. Sidebars expand the information available to you so that you get a greater understanding of the situation.

NOTES

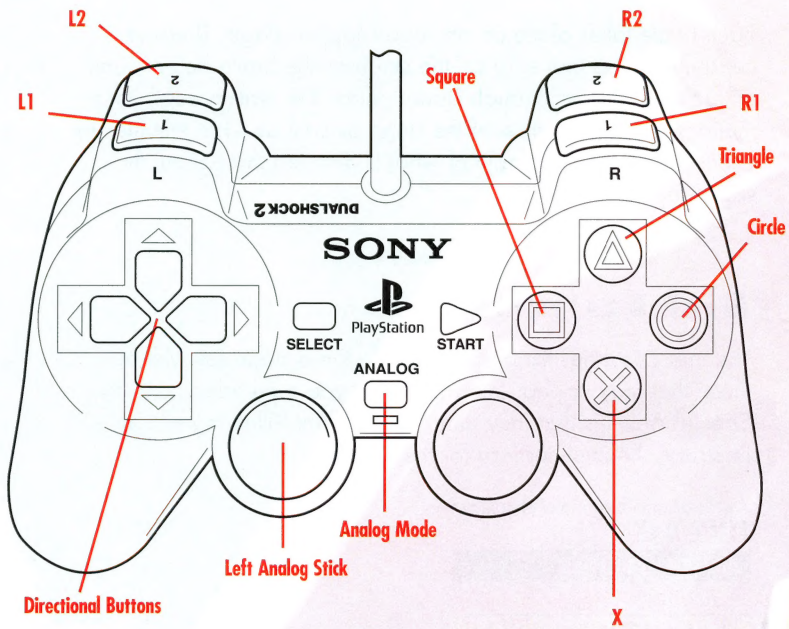
The choices that you make within the storyline of La Pucelle: Tactics affect which endings you receive in a chapter. Notes describe some of the potential choices facing you as you choose your path.

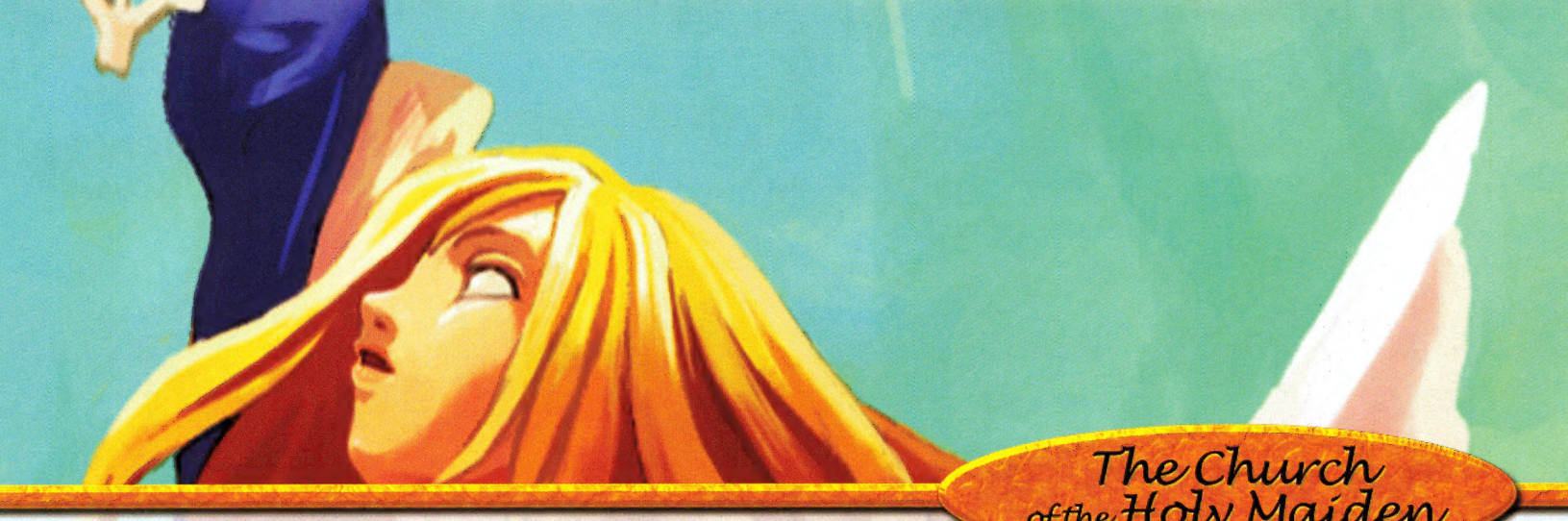
WARNINGS

There are some unexpected events that may influence the way that you play the next stages or chapters. Warnings help prepare you for what may lie ahead.

Controls

X	Select; go to next text message
Circle	Cancel
Triangle	Bring up the command menu on the World Map, Field Map, and Area Map (stages)
Square	Rotate the area affected by Purification and Special Abilities. When on the Area Map (stage), move the cursor onto a character and press the Square button + Directional button to make the character face that direction
Directional Buttons	Move characters and the cursor
L1	Rotate the Area Map (stage)
R1	Rotate the Area Map (stage)
L2	Zoom in/zoom out in the Area Map (stage)
R2	When on the Area Map (stage), move the cursor to the next character not yet assigned an action
Left Analog Stick	(When enabled) Move characters and the cursor
Analog Mode	Switch between digital and analog modes





The Church of the Holy Maiden

In the years that followed the battle of the Maiden of Light and the Dark Prince, the world has had a time of relative peace and security. With the blessing of the royal family of the Kingdom of Paprica, Father Salade founded the Church of the Holy Maiden, whose worshippers attempt to spread peace and tranquility through the blessings of the benevolent goddess Poitreene.

To aid in the protection of the world against demons, La Pucelle was formed through the Church to help cleanse the land of Dark Energy. This Dark Energy corrupts and taints the land around it, causing sickness and pain, and bringing forth demons. La Pucelle tracks down these demons, giving these lost souls a chance for peace while purifying the Dark Energy.

Prier and her brother Culotte were raised in St. Girls Orphanage under the teachings of the Church of the Holy Maiden. Both of them passed the Demon Destruction Exam and are members of La Pucelle. As novice Demon Hunters, Prier and Culotte are under the guidance of veteran Alouette, and together they are attempting to help those in need and heal the land around them.

The Lost and Redeemed

Prier and her allies interact with many monsters and demons in this world. However, with some purification, they all have the potential of joining your party and fighting on the side of good. At first, only ordinary monsters are converted by purification, but there are ways to get Boss monsters later in the game if you work hard enough. This section details which enemies you may encounter and face as well as the Special Abilities and assets that they may possess.

MONSTERS AND THEIR FAMILIES

There are many different families of monsters in *La Pucelle: Tactics*. Monsters within a family share a common appearance and abilities. The following data is designed to show you what the monsters can do, both for and against you, so you can prepare to do battle against them or utilize their strengths in combat should they end up on your side.

MONSTERS COME IN FLAVORS?

Unlike the main characters, monsters are associated with various elements (Fire, Cool, Wind, Aid, Healing, Lightning, or Holy). Monsters take less damage from sources that match their elemental type and more damage from sources of the opposing element.

Little Bat Family

MEMBERS OF THE FAMILY
Tiny Bat
Mini Dragon
Chuchu
Golden Bat

SPECIAL ABILITIES	DESCRIPTION
Suck Blood	Suck target's blood and recover HP.
Hypnotize	Put targets to sleep.
Charge	Charge at one target.

Zombie Family

MEMBERS OF THE FAMILY
Zombie
Big Zombie
Giant Zombie
Sir Zombie
Zombie King

SPECIAL ABILITIES	DESCRIPTION
Poison	Spit a ball of poison at target.
Zombie Lunge	Lunge at them.
Zombie Slash	Lunge at them with all your might.

Big Bat Family

MEMBERS OF THE FAMILY
Big Bat
Chomp-Chomp
Vampire
Nosferatu

SPECIAL ABILITIES	DESCRIPTION
Suck Blood	Suck target's blood and recover HP.
Hypnotize	Put targets to sleep.
Charge	Charge at one target.

Fire Family

MEMBERS OF THE FAMILY
Will-o-wisp
Fairy Fire
Salamander
Jabberwock

SPECIAL ABILITIES	DESCRIPTION
Elemental Spells	Elemental Spells of Fire, Wind, and Cool

Montblanc Family

MEMBERS OF THE FAMILY
Montblanc
Oseille
Hekatoncheir
Grendel

SPECIAL ABILITIES	DESCRIPTION
Muscle Bomber	Charge at them with your buff body.
Spirit Wave	Use spirit power to attack everyone in target area.
Spirit Wave	Use spirit power to attack everyone in target area.

Bear Family

MEMBERS OF THE FAMILY
Big Bear
White Devil
Ogre

SPECIAL ABILITIES	DESCRIPTION
Bear Bash	A full-body bear charge.
Bear Cross	A bear's ultimate weapon!

Flower Family

MEMBERS OF THE FAMILY
Hanahana
French Kiss
Beautiful
Mandoragora
Rafflesian

SPECIAL ABILITIES	DESCRIPTION
French Kiss	Charm them with a big kiss.
Flowercopter	Stop everyone in target area from using magic.
Flower Crash	Damage and weaken target's defense.

Gargoyle Family

MEMBERS OF THE FAMILY
Gargoyle
Wyvern
Manticore
Chimera
Golem
Cerberus
Orthros

SPECIAL ABILITES	DESCRIPTION
Demon Attack	A demonic attack.
Curse Roar	Reduce defensive strength of targets.

Lord's Child Family

MEMBERS OF THE FAMILY
Lord's Child
Beartrom
Beartie
Annubis

SPECIAL ABILITIES	DESCRIPTION
Cute	Charm them with cuteness.
Forest Chums	Summon forest friends to attack.

Forest Lord Family

MEMBERS OF THE FAMILY
Forest Lord
Catoplebas
Tiamat
Fenrer

SPECIAL ABILITY	DESCRIPTION
Lord's Roar	A terrible roar that paralyzes targets.
Forest Rage	Deal great damage to everyone in target area.

Hippopotamus Family

MEMBERS OF FAMILY
Mr. Moo
Hugo
Hyacinth
Behemoth

SPECIAL ABILITIES	DESCRIPTION
Hypno Yawn	Put everyone in target area to sleep.
Healing Yawn	Heal everyone in target area.

Gremlin Family

MEMBERS OF THE FAMILY
Gremlin
Redcap
Basket Case
Pandora

SPECIAL ABILITIES	DESCRIPTION
Sleep Roar	Puts targets to sleep.
Battlecry	Increase attack strength of targets.
Beast's Roar	Charm and damage everyone in target area.

Mermaid Family

MEMBERS OF THE FAMILY
Siren
Undine
Jugon
Lamia

SPECIAL ABILITIES	DESCRIPTION
Siren Song	A pretty song to lull them to sleep.
Break Shot	Hit targets where they hurt!

Whale Family

MEMBERS OF THE FAMILY
Gunchan
Kracken
Moby Dick
Leviathan

SPECIAL ABILITIES	DESCRIPTION
Bubbles	A bubble attack.
Blow Hole	A spray of water that heals all in the target area.

Monster Family

MEMBERS OF THE FAMILY
Monster

SPECIAL ABILITIES	DESCRIPTION
Monster Tear	Deals damage to targets.

Eringa Family

MEMBERS OF THE FAMILY
Eringa
Eringer
Erinda
Erinja

SPECIAL ABILITIES	DESCRIPTION
Spores	Release a cloud of spores to put targets to sleep.
Piston	Charm them with this hypnotic motion.
Shroomania	Call countless mushrooms to attack.
Shroominator	Summon the mushroom spirit to attack.

Spirit Family

MEMBERS OF THE FAMILY
Spirit
Ghost
Apparition
Phantom

SPECIAL ABILITIES	DESCRIPTION
Elemental Spells	Elemental Spells of Fire, Wind, and Cool

Dragonshroom Family

MEMBERS OF THE FAMILY
Dragonshroom
Bigshroom
Monshroom
Kingshroom

SPECIAL ABILITIES	DESCRIPTION
Shroom Breath	Give poison damage to targets.

Keukegen Family

MEMBERS OF THE FAMILY
Fluffy
Poofy

SPECIAL ABILITIES	DESCRIPTION
Static	Attack them with static electricity.
Beard Dance	Turn one unit into a furball.
Hair God	Summon the god of hair to attack.

Pumpkin Family

MEMBERS OF THE FAMILY
Pumpkin Head
Jacko Lantern
Halloween
Pumpkin King

SPECIAL ABILITIES	DESCRIPTION
Phantasm	Paralyze targets with hypnotism.
Laser	Fire a pumpkin laser at them.

Giant Thing Family

MEMBERS OF THE FAMILY
Giant Thing

SPECIAL ABILITIES	DESCRIPTION
Rumble	Cause severe damage to everyone in target area.

Mad Soldier Family

MEMBERS OF THE FAMILY
Soldier
Sergeant
Dark Knight
Cu Chulainn

SPECIAL ABILITY	DESCRIPTION
Mad Scream	Paralyze everyone in the target area.

Succubi Family

MEMBERS OF THE FAMILY
Succubus
Lilith
Gorgon

SPECIAL ABILITIES	DESCRIPTION
Demonic Heal	Heal everyone in the target area.
Sultry Scent	Charm everyone in the target area.

Dark Warrior Family

MEMBERS OF THE FAMILY
Dark Servant
Dark Warrior
Dark Officer
Dark General

SPECIAL ABILITIES	DESCRIPTION
Dark Prayer	Heal everyone in the target area.

Tempete Demon Lord Family

MEMBERS OF THE FAMILY
Tempete
Capricorn
Baal

SPECIAL ABILITIES	DESCRIPTION
Battlecry	Increase attack power of all in the target area.
Curse Roar	Decrease defensive power of all in the target area.
Demon Fist	Damage everyone in target area with a demon fist.

Albijwaz Demon Lord Family

MEMBERS OF THE FAMILY
Albijwaz
Gigas

SPECIAL ABILITIES	DESCRIPTION
Defense Roar	Increase defensive power of all in target area.
Healing Roar	Heal everyone in the target area.
Demon Shock	Deal great damage to everyone in target area.

Normande Demon Lord Family

MEMBERS OF THE FAMILY
General Normande
Talos

SPECIAL ABILITIES	DESCRIPTION
Curse Roar	Decrease defensive power of all in the target area.
Charm Roar	Decrease attack power of all in the target area.
Healing Roar	Heal everyone in the target area.
Demon Wail	Deal great damage to everyone in the target area.

Belial Family

MEMBERS OF THE FAMILY
Belial
Dagon
Aliok

SPECIAL ABILITIES	DESCRIPTION
Noble Attack	An elegant, gentlemanly attack.

Haniwa Family

MEMBERS OF THE FAMILY
Hani

SPECIAL ABILITIES	DESCRIPTION
Earthenware	Attack with pottery.
Pumpkindoll	Attack with pumpkins and clay dolls.
Broom Mop	Attack with brooms and mops.
Knife Fork	Attack with knives and forks.
Boxes Galore	Attack with boxes.
This & That	Attack with this & that.
Lance Sword	Attack with lances and swords.
Pot	Attack with pots.
Meteor Shower	Attack with meteors.
Saturn	Attack with Saturn.
Here & There	Attack here and there.
Mulder	Attack with a UFO.
Lord Hani	Summons Lord Hani to attack.

Chucky Family

MEMBERS OF THE FAMILY
Chucky

SPECIAL ABILITY	DESCRIPTION
Chucky Hit	A Chucky attack.

Dark Prince Family

MEMBERS OF THE FAMILY
Dark Prince

SPECIAL ABILITIES	DESCRIPTION
Dark Wave	Change status of everyone in the target area.
Retribution	Deal great damage to everyone in target area.
Banish	Deal fantastic damage to everyone in target area.

Divine Mother's Child Family

MEMBERS OF THE FAMILY
Noir

SPECIAL ABILITIES	DESCRIPTION
Dark Flame	Burn them with dark flames.
Hellfire	Burn them with hellfire.

Fallen Angel Family

MEMBERS OF THE FAMILY
Calamity

SPECIAL ABILITIES	DESCRIPTION
Dark Wave	Change status of everyone in the target area.
Dark Bless	Heal everyone in the target area.

CONVERSION

Benefits of Converting a Monster

Converting monsters is an important aspect to good gameplay. Monsters can make very good allies to have. Some are very powerful and have different Innate Abilities. You can also bring eight team members onto the battlefield during a fight. Each member has the ability to move around a stage and to change the direction of Elemental Portals. Having monsters in your party rounds out your group and lets them orient the portals to help you gain additional bonuses.

In addition, monsters are useful for the exploration of the Dark World. Instead of keeping your monster in the party, you can choose to send them into the Dark World. This does two things: 1) it removes the monster from your roster and 2) gives you the option of combining pieces of equipment. Combining equipment can result in new weapons, armor, and items that are much more powerful and have additional attribute and elemental bonuses. There are also times when you receive pieces of Dark World equipment from your monsters. These appear in the form of gifts, or, if your monster dies in the Dark World, you receive a piece of equipment that they had equipped. It is possible for you to get very powerful equipment depending on how successful your monster is in the Dark World.

How to Convert a Monster

You must repeatedly Purify a monster in order to turn it into an ally; eventually they may choose to join your group. After enough purification, the monster may decide to join no matter what. (This usually requires multiple conversion attempts.) Once you decide to test the conversion, you must kill the monster. If the conversion was successful, the monster joins La Pucelle and is available as a member of your party. They can immediately be brought onto the stage, although your new ally will still be weak (have reduced HP) from the conversion.

MONSTER'S ATTITUDE	CHANCE OF CONVERTING
No attempt at purification	0%
Showing some interest in you	25%
Thinking about converting	50%
Will probably convert	75%
Will convert no matter what	100%

In addition, some skills raise your chance of converting a monster if you attack while under their effect (like Goddess' Blessing). These may help sway a hesitant monster to your cause or even spontaneously convert a monster. (However, this only occurs if they're much lower in level compared with your party.)

Monsters become more difficult to convert if you have already converted another of the same type. It takes a greater amount of purification for a monster to consider joining your team and, at a certain point, it may become too time consuming or dangerous for the conversion to be worthwhile.

LOVE AT FIRST SIGHT

Starting out, you need as many monsters as you can get to join your party. Later in the game, the higher-level monsters are much more attractive. Since converting monsters of the same type becomes more difficult, choose your targets carefully. The strongest available monster should be the one you convert. At times, there is a single monster of significantly higher level in a group of enemies—focus on that one.

The first step in conversion is to kill all other enemies in the area; they may cause problems during the purification. Having monsters team together to use supporting or simultaneous attacks against your party is dangerous. Once all the riffraff has been removed, surround your target with party members that can use Purify.

LEAVE AN ESCAPE OPEN

Potential counterattacks may kill the monster before you have a chance to convert it. In these cases, leave a small opening (one square) allowing it to escape and attack weaker group members (those with low hit points).

Once you have a high chance of conversion, use simultaneous and supporting attacks against the creature to kill and, hopefully, convert it.

High-level monsters may require two or three rounds of intense purification to be convinced of conversion. However, it is definitely worth it for you to gain such a valuable ally as well as a resource for the Dark World.

Training Your Monster

Every time you complete a battle, you get training commands that allow you to train your monster. These commands do two things: 1) they increase or decrease the Happiness level of your monster and 2) they affect the attributes of your monster via their ability points. Well-trained monsters are more powerful, have increased abilities, and can progress farther in the Dark World, providing you with better items. In general, commands that raise a monster's abilities make it less happy and commands that are pleasant won't raise their abilities as much, or at all.

TRAINING MAKES A WORLD OF DIFFERENCE

The equipment received from monsters sent to the higher levels of the Dark World is very nice. When you send a monster to the Dark World, the speed in which they reach the higher levels is entirely dependent on their training—the actual level of the monster has little to do with it. It is much better to send a level 3 Tiny Bat that has maximum training and happiness than a level 35 Siren with no training.

Happiness

Every training command has the potential to increase or decrease the happiness of your monster. When you first acquire a monster, its Happiness is not very high. Things that are pleasant to your monster (reading to them or letting them beat you up) raise the Happiness level. Correspondingly, unpleasant things (allowing them to be abducted by aliens or forcing them do strenuous exercise) lower their Happiness level.

Happy monsters are more effective monsters. They have increased purification powers and abilities, which allows them to be better allies. While it is not always feasible to have all your monsters be completely happy with you (Happiness = 10), you at least want them to be content (Happiness = 8).

If you mistreat your monster and allow its Happiness to drop to 0, it may run away. Considering that you have to spend time and energy converting each monster, this is not a particularly efficient use of your time. By training your monster, you are investing in them, and you have to give any investment care and attention.

FIGHTING FOR YOUR LOVE

The way to balance Happiness is to choose commands carefully. With a new monster, build their Happiness up to 10 and then give them a tough command. Later, give them some pleasant commands until they trust you again. With a good mix of instruction, your monster can be happy and powerful.

Training commands that raise Happiness do so by different amounts. Try to vary between attribute-raising commands and happiness-raising commands of the same strength or better. If you use a really tough attribute command, be gentle with your monster and concentrate on its happiness for a while.

THE POWER OF LOVE

Getting your monster's Happiness to 10 has an additional benefit: the monster can use the Purify command. It can now function as a complete member of your group and hold its own when it comes to building up items or even converting other monsters. Because Purification is so useful, invest the time needed to raise the Happiness of any monster you use regularly to its maximum level at least once.

Training Commands

COMMANDS THAT RAISE HAPPINESS	EFFECT ON HAPPINESS
Amuse	Light
Apologize	Light
Be Hit	Light
Compliment	Light
Feed	Light
Flatter	Light
Give Gift	Light
Love	Light
Massage	Light
Meddle	Light
Pay	Light
Pet	Light
Play	Light
Sing	Light
Spoil	Light
Talk to Character	Light
Be Beaten Up	Moderate
Care For	Moderate
Confess	Moderate
Grovel	Moderate
Long Talk	Moderate
Lullaby	Moderate
Party	Moderate
Rant	Moderate
Repent	Moderate
Wash Back	Moderate
Bond	Heavy
Educate	Heavy
Eye Contact	Heavy
Give Potion	Heavy
X-Rated	Heavy
Entertain	Extremely Heavy
Harakiri	Extremely Heavy
Marry Character	Extremely Heavy
Money Shower	Extremely Heavy
Strengthen Love	Extremely Heavy
Therapy	Extremely Heavy
Treat to Dinner	Extremely Heavy

Ability points

Commands have the potential to raise ability points in three different categories. The attribute icons that are raised by a given command are highlighted in the left menu of the training screen, and some commands raise attributes in more than one category.

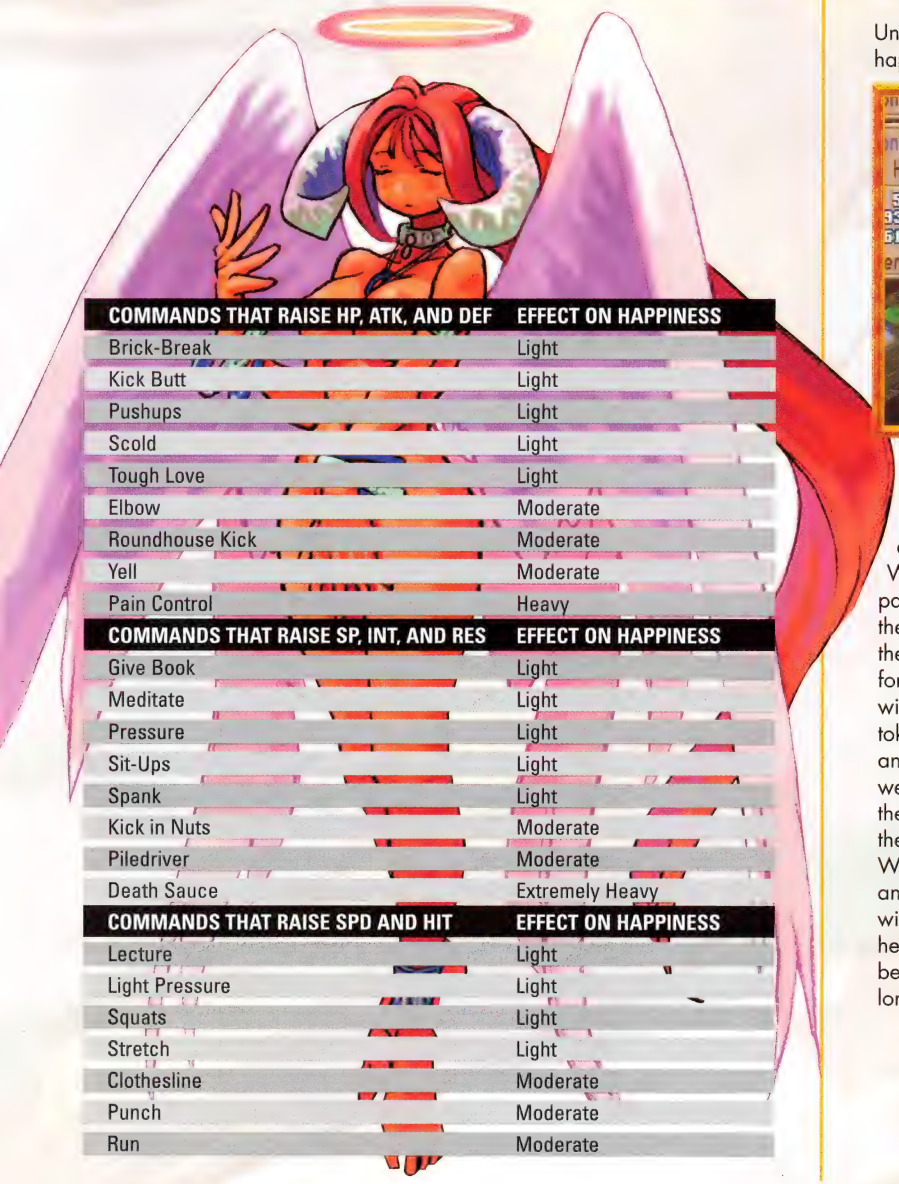
As you increase the attributes of your monster, it gains ability points in those attributes when it levels up. This allows you to guide your monster by focusing on certain attributes. If you desire a monster with damaging physical attacks, give it commands that raise HP, ATK, and DEF. If the monster has greater magical potential, give it commands that raise SP, INT, and RES. If you want a faster or more accurate creature, give it commands that raise MV and SPD.

Finally, there are training commands that raise all attributes at once. However, these training commands make your monsters very unhappy and should only be used on monsters that trust you. Don't even give them to a monster that has just reached level 10 Happiness; wait until they hit level 10 several times. Otherwise, the effect of such a traumatic training command may cause them to leave.

THE TRAINING PROGRAM

Start training the creatures you like as early as possible. Training monsters in attributes raises the corresponding attribute when the monster levels. Decide what a monster's strengths are and tailor your training commands to raise those attributes. If you train early and often, your monster will compare very well to an untrained monster of similar level.

Training Commands



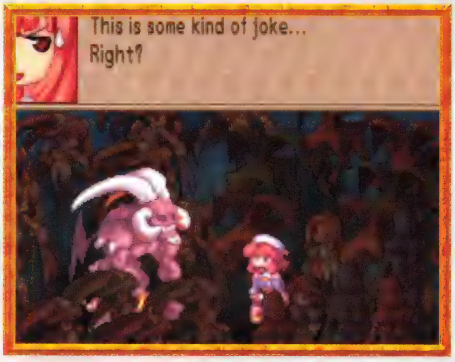
COMMANDS THAT RAISE HP, ATK, AND DEF	EFFECT ON HAPPINESS
Brick-Break	Light
Kick Butt	Light
Pushups	Light
Scold	Light
Tough Love	Light
Elbow	Moderate
Roundhouse Kick	Moderate
Yell	Moderate
Pain Control	Heavy
COMMANDS THAT RAISE SP, INT, AND RES	**EFFECT ON HAPPINESS**
Give Book	Light
Meditate	Light
Pressure	Light
Sit-Ups	Light
Spank	Light
Kick in Nuts	Moderate
Piledriver	Moderate
Death Sauce	Extremely Heavy
COMMANDS THAT RAISE SPD AND HIT	**EFFECT ON HAPPINESS**
Lecture	Light
Light Pressure	Light
Squats	Light
Stretch	Light
Clothesline	Moderate
Punch	Moderate
Run	Moderate

COMMANDS THAT RAISE ALL ATTRIBUTES	EFFECT ON HAPPINESS
Boxing	Light
Light Exercise	Light
Detention	Moderate
Give Homework	Moderate
Surgery	Moderate
Cyborg	Heavy
Preach	Heavy
Shoot	Extremely Heavy
Stab	Extremely Heavy
Tie Up	Extremely Heavy

The End of Training

Unfortunately, there comes a point when your monster cannot get any happier and their attributes are at a maximum. By this point, you will have had them for a long time, and they are probably not as effective as some of the newer monsters you encounter. Don't worry, though—all that training has not been in vain.

This is the time to say goodbye to your creature and send them to the Dark World. There, they must survive on their own merits. They have adventures without you that you can hear about through the Dark World representative. However, because you played such an integral part in their lives, neither your monster nor the Dark World masters forget about you. You will be given various tokens of appreciation and gifts from them as well as anything that they had on them when they died. The Dark World can be a harsh and violent place, but with your training and help, your monster can be successful for a long while.



Shaping Your Destiny

Although everyone in your party has strengths and weaknesses, it is the equipment that they use that gives them many of their skills and some of their abilities. In addition to raising attributes inherently, all pieces of equipment have a bonus to at least one attribute. When the piece of equipment levels up, the member of your party using it also gains bonuses to that attribute.

REALIZING YOUR PARTY'S POTENTIAL

Start training your characters in their attributes early and often. Decide which abilities you want characters to focus on and make sure that they have the proper equipment to raise those attributes. Some characters are geared more toward physical attacks (like Prier) and benefit more from high-ATK equipment. In the same way, some characters are more interested in magic (Culotte) and gain more from equipment that raises INT.

You also get bonus points to an attribute when you kill a monster. When your bonus attributes reach a certain level, your party member acquires a skill. These skills provide a whole range of effects: some of them increase the damage done when the character attacks, others make purification stronger or increase how far away the purification can be accomplished, and still others decrease the amount of damage taken from an enemy attack, and may even cause the enemy to miss entirely. Every character gains skills at different levels.

In addition, some pieces of equipment enable the use of elemental spells, providing your people with magical abilities. These spells are determined by 1) the level of the person using the equipment and 2) the cumulative elemental bonuses of their equipment. Low-level spells are accessible to anyone equipped with an elemental staff, whereas high-level spells need higher levels and greater amounts of elemental specialization.

Unlike Innate Abilities, any member of your party, including monsters, can acquire skills and spells. All they need are the proper levels. With enough time and patience, every person in your group can have every skill and every spell. The amount of time that you spend can be greatly decreased by combining pieces of equipment so that they increase multiple attributes at once or by concentrating huge bonuses into only a few attributes (this is detailed in the World at Large section).

Attributes

Each member of your party has a number of different attributes. These attributes are MV, HP, SP, ATK, DEF, INT, HIT, SPD, and RES. These attributes change based on how your character is equipped and as your character grows through gaining levels.

MV Movement

This shows the distance that a character is able to travel within a stage. Characters with a high MV can move farther than those with a low MV. This becomes very important when positioning characters to their full effectiveness against enemies.

HP Hit Points

This value determines how much damage your character can take before they are defeated. Once a character's HP reach 0, the character is considered to be unconscious and can no longer act in battle.

SP Special Points

Every Special Attack (including magical spells) use SP. The more SP your character has, the more Special Attacks they will be able to make. Very powerful Special Attacks consume more SP.

ATK Attack

This value shows the strength of the physical damage your character is able to inflict. The higher your ATK, the greater the amount of physical damage you can do against an enemy.

DEF Defense

This value details the how much physical damage your character can withstand. Characters with a higher DEF take less damage from an enemy's attack than characters with a lower DEF.

INT Intelligence

The strength of a character's magical attack is determined by this attribute. Higher INT characters can cast more damaging spells than low INT characters.

HIT Accuracy

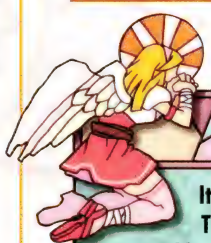
This value determines the accuracy of your characters' attacks. Some monsters are far more difficult to hit, and a character with a high HIT value has a greater chance of successfully doing damage to them.

SPD Speed

This value determines the speed of a character's attacks. A character with a high SPD sometimes attacks before an enemy even if it is the enemy's turn. In addition, SPD also determines the chances of an enemy's attacks hitting the character at all, and thus a high-SPD character can often successfully dodge an enemy's blow.

Skills

Every time your character gains experience, they also gain bonus points to their attributes. As the levels of attributes go up, the character's attributes increase and they may learn additional specific skills. These skills become stronger as your character gains in levels, and their effects can be quite impressive.



ENEMY SKILLS?

It is possible for your enemies to acquire skills as well. There are some very powerful creatures out there in the world, such as Boss monsters, that have the same skills that your characters do. The skills they possess are random, and every time you enter a stage the skills change. If you are having a hard time with a given monster, examine their skill set. You may have an easier time with them if you exit the stage and return to fight them when they have a lighter skill selection.

When your character uses a regular attack (not a Special Attack), they may acquire the bonuses of these skills. Whether a skill becomes active is random, so they won't come into play in all encounters. Only one skill in a given set can be used, but more than one skill set at a time can be triggered. For example, the character cannot use both Tiny Critical and Chance Critical at once, but it is possible for Tiny Critical and Tiny Power to activate. Once you receive the higher level skill in a set, it replaces the lower level one (e.g. Chance Critical always replaces Tiny Critical and so on).

Not all characters gain the same skills at the same levels. Some characters have an easier time in terms of raising some attributes than other. For example, Culotte gains SP- and INT-based skills fairly easily, whereas Homard revels in HP- and ATK-based skills.

PURIFY RANGE (SP)

ABILITY NAME	LEVEL TO ACQUIRE
Purify Range+1	1
Purify Range+2	3
Purify Range+3	6
Purify Range+4	10
Purify Range+5	15
Purify Range+6	22
Purify Range+7	30
Purify Range+8	40

Only primary characters can learn the Purify Range abilities. These allow allies to use their Purification at longer range.

PURIFY POWER (INT)

ABILITY NAME	LEVEL TO ACQUIRE
Purify Power+1	1
Purify Power+2	3
Purify Power+3	6
Purify Power+4	10
Purify Power+5	15
Purify Power+6	21
Purify Power+7	28
Purify Power+8	36
Purify Power+9	45
Purify Power+10	55

Only primary characters can learn the Purify Power abilities. These substantially raise the strength of Purification that a character can use on elemental portals and enemy monsters.

POWER INCREASE (ATK)

ABILITY NAME	LEVEL TO ACQUIRE
Tiny Power	1
Chance Power	3
Muscle Power	6
Mega Power	10
Giga Power	15
Omega Power	22
Fiery Strength	30
Fiery Spirit	40

These abilities raise an ally's ATK for a single round and correspondingly raise the amount of damage done to the enemy for that attack.

CRITICAL HIT (DEF, HIT, AND ATK)

ABILITY NAME	LEVEL TO ACQUIRE
Tiny Critical	1
Chance Critical	3
Critical	6
Mega Critical	10
Giga Critical	15
Omega Critical	22
Ultra Critical	30
Fist of God	40

Although it takes three attributes to raise Critical Hit ranks, DEF, HIT, and ATK are ones that solid frontliners are going after in the first place. The higher level criticals make such a difference that even Boss monsters can be taken down quickly.

BREAK (DEF AND SPD)

ABILITY NAME	LEVEL TO ACQUIRE
Tiny Break	1
Chance Break	3
Break	6
Muscle Break	10
Mega Break	15
Giga Break	22
Omega Break	30
Death Stare	40

Break lowers an enemy's defense during an attack. Used in conjunction with the Power Increase abilities, an ally can deal vile damage in a single, normal attack! Add a critical hit on top of that and those 5-digit damages will be yours in no time.

GUARD (DEF)

ABILITY NAME	LEVEL TO ACQUIRE
Tiny Guard	1
Chance Guard	3
Cross Block	6
Iron Curtain	10
Muscle Guard	15
Alloy Guard	22
Platinum Guard	30
Heaven Guard	40

The Guard abilities increase an ally's damage reduction. Against Boss monsters with extremely powerful attacks, it is imperative that characters have one of the better Guard abilities at the ready.

BARRIER (RES)

ABILITY NAME	LEVEL TO ACQUIRE
Tiny Barrier	1
Chance Barrier	3
Magic Barrier	6
Aura Barrier	10
Miracle Barrier	15
Omega Barrier	22
Spirit Barrier	30
Heaven Barrier	40

Resistance is not an easy stat to raise with equipment, because there are usually more critical things to worry about during battle. That makes it even more important that all allies train in RES in safer skirmishes so that their resistance to magical attacks is better. After all, there is always that one caster who slips by, and then it's a bad scene if your characters aren't ready to weather the storm.

JUMP INCREASE (SPD)

ABILITY NAME	LEVEL TO ACQUIRE
Jump+2	2
Jump+5	6
Jump+8	10
Jump+11	14
Jump+15	20
Jump+20	30

This is one of the more self-explanatory abilities. With a higher jump rating, characters won't become stuck and have to take the long way around various obstacles.

MOVEMENT INCREASE (SPD AND HIT)

ABILITY NAME	LEVEL TO ACQUIRE
Movement+1	3
Movement+2	12
Movement+3	30

During key battles, movement can be the determining factor for whether everyone can reach the best position, avoid danger, and be able to attack when needed. Having at least an extra point or two of movement becomes essential in later sections of La Pucelle! Of course, the glory of movement plus three is never too far away...

HIT POINT REGENERATION (HP)

ABILITY NAME	LEVEL TO ACQUIRE
Deep Breathing	5
Miracle Recovery	10
Omega Recovery	15
Breath of Life	25
Goddessess Breath	40

Although many battles are over before pure attrition is the cause of defeat or victory, these abilities restore HP during most combat rounds, and there is no cost associated with this. Combined with the bonus HP gained from raising HP ranks in the first place, there are several good reasons to seek these powers.

TREASURE HUNT (SP, INT, SPD, AND HIT)

ABILITY NAME	LEVEL TO ACQUIRE
Treasure Hunt	3

This ability gives characters a greater chance of finding items after defeating a monster. Treasure Hunt cannot be taken by monsters that the party purifies—it is a skill for primary characters only.

AUTOHIT (HIT)

ABILITY NAME	LEVEL TO ACQUIRE
Autohit	3

Autohit is a fast ability to learn and can be very useful in getting a higher percentage of attacks to land against fast enemies (especially in the early game when normal attacks are used more often).

SUPER DODGE (SPD)

ABILITY NAME	LEVEL TO ACQUIRE
Super Dodge	3

Super Dodge may not be hard to learn, but it is easily one of the most vicious abilities in the game. With this, characters and monsters alike have a considerable chance to dodge even the most successful of normal attacks. There is a set chance during each combat round that Super Dodge will activate, and if it does—things just don't connect against the person in question!

BAPTISM ATTACK (INT AND SP)

ABILITY NAME	LEVEL TO ACQUIRE
Baptism Attack	4

Baptism Attack is another character-only ability. With this, characters are able to add a purifying effect to some of their attacks (randomly determined).

GODDESS' BLESSING (HP, DEF, ATK, AND RES)

ABILITY NAME	LEVEL TO ACQUIRE
Goddess' Blessing	3

All characters and monsters that receive the Goddess' Blessing receive more experience for some of the enemies they defeat. What could be bad about that?

CHAKRA (ALL ATTRIBUTES!)

ABILITY NAME	LEVEL TO ACQUIRE
Chakra	5

It takes some time to raise all attribute ranks to level 5, but Chakra is a substantially useful ability. With this, there is a chance each round that the person in question shakes off a negative status effect!

Magic

Everyone in your party can gain magic spells. What spells they gain depends on both the character's level and the cumulative elemental bonuses that they have. The higher the cumulative elemental bonus, the higher the level of magical spell they can cast. Higher level magical spells do more damage than lower level spells, so wizard-type characters really benefit from having high cumulative elemental bonuses.

All magic spells fall into one of the seven elements: Fire, Wind, Cool, Lighting, Aid, Heal, and Holy.

FIRE SPELLS

SPELL	DESCRIPTION
Fire	Damage target with the power of fire.
Mega Fire	Damage target with the power of fire.
Giga Fire	Damage target with the power of fire.
Omega Fire	Damage target with the power of fire.

WIND SPELLS

SPELL	DESCRIPTION
Wind	Damage target with the power of wind.
Mega Wind	Damage target with the power of wind.
Giga Wind	Damage target with the power of wind.
Omega Wind	Damage target with the power of wind.

COOL SPELLS

SPELL	DESCRIPTION
Cool	Damage target with the power of ice.
Mega Cool	Damage target with the power of ice.
Giga Cool	Damage target with the power of ice.
Omega Cool	Damage target with the power of ice.

LIGHTNING SPELLS

SPELL	DESCRIPTION
Thunder	Damage target with the power of lightning.
Mega Thunder	Damage target with the power of lightning.
Giga Thunder	Damage target with the power of lightning.
Omega Thunder	Damage target with the power of lightning.

AID SPELLS

SPELL	DESCRIPTION
Braveheart	Increase attack strength of target.
Shield	Increase defensive strength of target.
Cool Down	Decrease attack strength of target.
Armor Break	Decrease defensive strength of target.
Magic Up	Increase magic attack strength of target.
Magic Barrier	Increase magic defense strength of target.
Magic Seal	Stop magic use.
Charm	Charm and weaken target.
Sleep	Put target to sleep.
Poison	Damage and poison target.

HEAL SPELLS

SPELL	DESCRIPTION
Heal	Heals target.
Mega Heal	Heals target.
Giga Heal	Heals target.
Omega Heal	Heals target.
Espoir	Target will recover from any condition.

HOLY SPELLS

SPELL	DESCRIPTION
Saint	Damage target with the power of light.
Mega Saint	Damage target with the power of light.
Giga Saint	Damage target with the power of light.
Omega Saint	Damage target with the power of light.

Note that every monster is linked to a given elemental. Because they have ties to that elemental, they are strong or weak to a given line of spells. When using an elemental spell against a monster, note what they are strong toward and don't attack them with the same element that they are linked with. Try to use a different element against the monster instead; otherwise, your enemy will take little, or no, damage.

The following table illustrates the relationships between the elements. Here is a key to understanding the table:

⊗ = Resistant

⊕ = Weak

ELEMENTAL ALIGNMENT: STRENGTHS AND WEAKNESS

MONSTER'S ELEMENT	ALIGNMENT OF MAGIC						
	FIRE	WIND	COOL	LIGHTNING	AID	HEAL	HOLY
Fire	⊗	⊕	⊕			⊕	
Wind	⊕	⊗	⊕		⊕		
Cool	⊕	⊕	⊗	⊕			
Lightning	⊗	⊗	⊕	⊗			
Aid	⊗	⊕	⊗		⊗		
Heal	⊕	⊗	⊗			⊗	
Holy							

Spell Range and Placement

Every spell can be done at long range. This means that you can be some distance away from the monster and still cast on them. Conversely, there are some monsters that use spells as well, and they can also cast on your party at range.

When you first begin using a given spell, you can only cast on enemy. As you use the spell more and more, the amount of monsters you can cast on and the areas affected by the spell change, so that you are able to cast on more monsters in different formations. The most well used spells can be cast into a 3 x 3 box (affecting 9 enemies maximum).

Acquiring Spells

The first time you gain a spell, it begins at level 0 and is entirely dependent on the equipment of the character. At this point, if you remove the equipment, the character loses the ability to use this spell. However, if the character uses the spell to at least level 1, they are able to completely learn the spell and can retain it even if the equipment is removed.

Equipment

There are four different types of equipment: weapons, armor, items, and special. Any member of your group can use any type of equipment, and they can use up to four pieces of equipment in total.

DRESSING IN LAYERS

To make great gains in a few attributes, try equipping a member of group with four pieces of the same type or even the same piece (for example, four Sleephammers). This gives them a huge boost to one attribute, and can really make a difference in performance! Using four weapons greatly raises the damage done by the person, armor can keep them from taking damage, and specials can help them hit enemies or avoid them by running through the stage.

Many pieces of equipment also have elemental properties. These properties can make a huge difference in terms of leveling! If you purify a Dark Portal of the same element as the piece of equipment, then that piece gains additional bonus ability points. For example, if you had a Wind Staff and a Fire Staff equipped and purified a Wind-based portal, then your Wind Staff would gain more ability points than your Fire Staff.

These elemental properties also come into play in terms of gaining spells. Although the lowest level spells are available to anyone with an elemental staff, going farther in magic requires a

commitment, and higher level spells can't be used until a certain, cumulative amount of a given element is present.

Some equipment has a chance of doing status effects (sleep, poison, etc.). If multiple pieces of equipment with the same status effect are worn, the chance of successfully doing that status effect against an enemy are NOT cumulative (equipping four Sleepyhammers with a 30% chance of sleep each will not give you a 120% sleep effect). The chance of you doing a status effect follows from the highest percentage of an equipped piece (four Sleepyhammers will still only give you a 30% chance). However, because the status effects are so useful, it is very nice to have at least one piece of equipment that adds them.

PROPERTY	STATUS EFFECT
Cloud	Forget
ESP	Poison
Sun/Moon	Reduce Damage
Vitamin	Recover Hit Points
Sleepy	Sleep
Death/Samurai	Special Attack
Dark	Charm

Weapons

There are many different types of weapons in *La Pucelle: Tactics*. These weapons include fists, hammers, swords, spears, claws, whips, and staves. As before, any person can use any weapon, so don't be worried about mixing and matching weapons to get what you want. Most weapons do so at least raise either ATK or INT, and at the higher levels several attributes will usually be increased.

Armor

Just like weapons, armor comes in a variety of different forms. There are shields, suits, cloaks, and helms, and you can equip as many of the same type or different types as you wish. Most armor will at least raise DEF, and at the higher levels there are increases in several attributes.

Special

Special equipment includes things like shoes, glasses, books, crystals, rings, and orbs. These things have a variety of effects. Shoes increase the movement of your characters so that they can travel farther on each stage, and some of them also affect speed (which can help you dodge attacks). Glasses raise the accuracy of your attacks, so that you can attack without missing hard-to-hit monsters. Books raise your knowledge through increases in INT or SP and help your RES by giving you information about monsters you may encounter. Crystals can be carried to increase a specific attribute (there is one for every attribute), and rings and orbs have a variety of different attributes associated with them.

Some types of special equipment should be carried as part of your standard complement of equipment, while other types have specific, temporary uses and should be removed and exchanged for weapons or armor before combat (i.e., shoes). Always remember what equipment you had on prior to attacking a monster so that you will be properly equipped.

Items

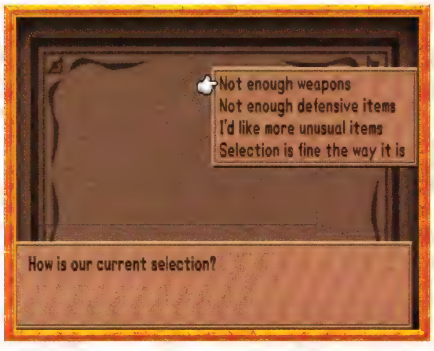
Items are things that can be used during battles and are then removed from your inventory. These include Change-Ups (which help direct Dark Energy), Fairy Dust (which heals your people from status effects), Presents (which increase the Dark World Index points in the stage), and Food (e.g., Candy, which heals your people).

Items cannot be equipped, and you can carry multiple items in your inventory.

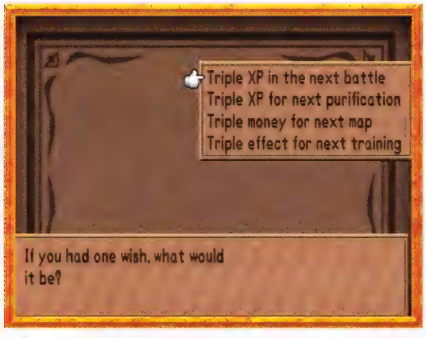
The Rosenqueen Shop

The Rosenqueen Shop is the place where you buy equipment. The primary location of the Rosenqueen Shop is in Por au Feu City, but there are branches of the Rosenqueen Shop all over the world, through their representatives. Talking to specific inhabitants of the world who are representatives of the store gives you access to all the equipment that the Rosenqueen shop has to offer, even if you are far away from your home city.

Taking Surveys


Not enough weapons
Not enough defensive items
I'd like more unusual items
Selection is fine the way it is
How is our current selection?

Every time that you buy something from the store, you have the option of taking a survey. These surveys can change the variety of equipment available, in that you can ask for more weapons, more armor, or more special pieces of equipment to be sold. If you like the selection just the way it is, you can also choose to have it remain the same.


Triple XP in the next battle
Triple XP for next purification
Triple money for next map
Triple effect for next training
If you had one wish, what would it be?

In addition to changing the selection, the surveys also ask you specific questions. These questions sometimes have effects on the world itself or how the next battle progresses. When the store chooses to ask you these survey questions is completely random.

CHANGING THE WORLD

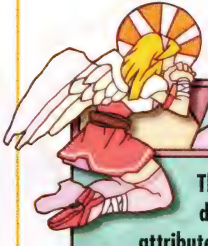
You can get a lot out of the surveys when you answer the questions they ask you. The easiest way to keep taking the survey is to buy a Change-Up (for 50 Purica). You will be able to easily make up any money you spend on the Change-Ups with the bonuses that you get from the next battle, and the effects are well worth it.

STORE QUESTIONS

QUESTION ASKED	EFFECT
Are you interested in the Dark World?	Changes the power of equipment available in the store
Would you like to fight more powerful monsters?	Yes makes monsters more powerful, especially in the Dark World
Triple EXP in the Next Battle?	Yes gains you triple EXP for the next battle
Triple EXP for the next purification?	Yes gains you triple EXP for the next purification
Triple money for the next map?	Yes gains you triple Prica for the next stage
Triple effect for the next training?	Yes gives your monster triple effect of the next training command

Buying Equipment

The equipment available to you changes as you buy things from the store (your Customer rank increases). The higher your Customer rank, the better the level of equipment available to you. There are 15 ranks in total (ranks 0 to A).



CHANGING THROUGH CHANGE-UPS

There are also pieces of equipment that are a little different than the "standard" piece. These have increased attributes and costs an increased amount. However, the increases can be substantial, and the extra cost is worth it.

The equipment listed in the following tables are divided by rank and show the base cost of a non-elemental, standard piece of equipment. Also listed are the attributes raised by the equipment and the attributes that give bonus attribute points.

RANK 0 EQUIPMENT

ITEM	BASE COST	ATTRIBUTE(S) INCREASED	BONUSES
Wristband	30	ATK 4	ATK Up 1
Manly Fist	82	ATK 8	ATK Up 1
Muscle Glove	206	ATK 13, HIT 5	ATK Up 1
Fire Staff	220	Fire 2, SP 2, INT 2	SP Up 1, INT Up 1
Wind Staff	220	Wind 2, SP 2, INT 2	SP Up 1, INT Up 1
Ice Staff	220	Ice 2, SP 2, INT 2	SP Up 1, INT Up 1
Normal Staff	30	INT 5	
Oaken Staff	92	INT 5	INT Up 1
Amulet	31	DEF 3	DEF Up 1
Protector	84	DEF 6	DEF Up 1
Bulletproof	206	DEF 10	DEF Up 1
Change-Up	51	For Elemental Positioning	
Fairy Dust	300	Recover From Any Condition	
Present	100,000	Use on Self to Raise Dark Energy in a Stage	

RANK 1 EQUIPMENT

ITEM	BASE COST	ATTRIBUTE(S) INCREASED	BONUSES
Sleepyhammer	515	ATK 17	ATK Up 1, Sleep 30%
Thunder Staff	550	Lightning 2, SP 5, INT 5	SP Up 1, INT Up 1
Aid Staff	550	Aid 2, SP 5, INT 5	SP Up 1, INT Up 1
Healing Staff	550	Heal 2, SP 5, INT 5	SP Up 1, INT Up 1
Mage's Staff	360	SP 5, INT 15, RES 5	INT Up 1
Pot Lid	530	DEF 14	DEF Up 1, INT Up 1
Cat's Eye	412	HIT 17, INT 8	HIT Up 1
Raise HP	540	HP 3	HP Up 2
Raise SP	540	SP 3	SP Up 2
Raise ATK	540	ATK 3	ATK Up 2
Raise DEF	540	DEF 3	DEF Up 2
Raise INT	540	INT 3	INT Up 2
Raise SPD	540	SPD 3	SPD Up 2
Raise HIT	540	HIT 3	HIT Up 2
Raise RES	540	RES 3	RES Up 2

RANK 2 EQUIPMENT

ITEM	BASE COST	ATTRIBUTE(S) INCREASED	BONUSES
Holy Staff	1,160	Holy 2, SP 10, INT 10	SP Up 2, INT Up 2
Ogre Staff	848	ATK 15, INT 20	ATK Up 1, INT Up 1
Eyeglasses	72	HIT 8, INT 4	HIT up 1

RANK 3 EQUIPMENT

ITEM	BASE COST	ATTRIBUTE(S) INCREASED	BONUSES
Iron Claw	1,515	ATK 28, HIT 10	ATK Up 1, HIT Up 1
Handshake	1,908	ATK 30, SP 10	SP Up 1, ATK Up 1
Hyper Knuckle	3,090	ATK 38, HIT 12	ATK Up 1
Wisdom Staff	3,270	SP 10, INT 40, RES 10	SP Up 1, INT Up 1, RES Up 1
Fire Rod	2,400	Fire 4, SP 10, INT 10	SP Up 2, INT Up 2
Wind Rod	2,400	Wind 4, SP 10, INT 10	SP Up 2, INT Up 2
Ice Rod	2,400	Ice 4, SP 10, INT 10	SP Up 2, INT Up 2
Chainmail	1,339	DEF 20	DEF Up 1
Dimensional	1,962	HP 8, DEF 22, SPD 8, RES 8	HP Up 1, SPD Up 1, RES Up 1
Power Jacket	2,650	HP 10, ATK 10, DEF 28	HP Up 1, ATK Up 1
Bifocals	2,226	INT 15, HIT 30	HIT Up 2
Fairy Book	1,590	SP 20, RES 20	SP Up 1, RES Up 1
Sneakers	2,060	MV 1, DEF 5, SPD 10	SPD Up 1

RANK 4 EQUIPMENT

ITEM	BASE COST	ATTRIBUTE(S) INCREASED	BONUSES
Long Scissors	5,150	ATK 45ATK Up 1	
Family Jewels	8,000	ATK 52, HIT -10	Special Attack 20%
Aid Rod	6,600	Aid 4, SP 20, INT 20	SP Up 2, INT Up 2
Healing Rod	6,600	Heal 4, SP 20, INT 20	SP Up 2, INT Up 2
Sexy Lingerie	3,780	INT -10, DEF 33	SPD Up 1, HIT Up 1, Purify Up 100%
Rosario	5,450	SP 5, INT 5, DEF 40, RES 10	SP Up 1, INT Up 1, RES Up 1
Bustier	8,480	INT -10, DEF 48	SPD Up 1, HIT Up 1, Purify Up 100%
Night Vision	6,996	INT 24, HIT 49	HIT Up 2

RANK 5 EQUIPMENT

ITEM	BASE COST	ATTRIBUTE(S) INCREASED	BONUSES
Kitty Punch	13,250	ATK 60	ATK Up 1, SPD Up 1
Cross Counter	18,540	ATK 80, DEF -20	ATK Up 1
Secret Staff	11,660	ATK 40, INT 50	ATK Up 1, INT Up 1
Holy Rod	12,600	Holy 4, SP 30, INT 30	SP Up 3, INT Up 3
Spirit Book	11,400	SP 40, RES 40	SP Up 2, RES Up 2
Falcon Shoes	9,450	MV 1, DEF 10, SPD 20	SPD Up 1
Elevate HP	11,200	HP 20	HP Up 4
Elevate SP	11,200	SP 20	SP Up 4
Elevate ATK	11,200	ATK 12	ATK Up 4
Elevate DEF	11,200	DEF 12	DEF Up 4
Elevate INT	11,200	INT 12	INT Up 4
Elevate SPD	11,200	SPD 12	SPD Up 4
Elevate HIT	11,200	HIT 12	HIT Up 4
Elevate RES	11,200	RES 12	RES Up 4

RANK 6 EQUIPMENT

ITEM	BASE COST	ATTRIBUTE(S) INCREASED	BONUSES
Poison Hand	24,720	ATK 70	ATK Up 1, Poison 30%
Knuckle Arrow	32,960	ATK 80	ATK Up 1
Lazy Javelin	46,350	ATK 120, INT -20, DEF -20, SPD -20, RES -20	ATK Up 1
Magic Staff	33,600	SP 20, INT 80	SP Up 1, INT Up 2, RES Up 1
Shroom Staff	53,000	INT 100, RES 20	INT Up 2
Imperial	18,530	HP 10, SP 10, ATK 10, INT 10, DEF 57, SPD 10, RES 10	HP Up 1, DEF Up 1, SPD Up 1
Magical Vest	21,800	SP 30, INT 30, DEF 42, RES 20	SP Up 1, INT Up 1, RES up 1
Black Belt	24,804	HP 19, ATK 26, DEF 84	HP Up 1, ATK Up 1
Macho Jacket	25,440	INT 20, DEF 75	HP Up 1, DEF Up 1
Stealth Cape	33,920	DEF 80, SPD 80	SPD Up 2
Smelly Jacket	47,700	DEF 90	DEF Up 2
Sniper Scope	18,252	INT 41, HIT 84	HIT Up 2
Foresight	32,700	INT 45, HIT 90	HITUp3

RANK 7 EQUIPMENT

ITEM	BASE COST	ATTRIBUTE(S) INCREASED	BONUSES
Smelly Glove	61,800	ATK 110	ATK Up 1, Paralyze 30%
Magic Hand	63,600	SP 20, ATK 90, INT 20	SP Up 1, INT Up 1
Axe Bomber	84,800	ATK 120	ATK Up 2
Karate Chop	98,100	ATK 130, SPD 20, HIT 20	ATK Up 2, HIT Up 1
Megaton Punch	106,000	HP 40, ATK 140, SPD -20, HIT -20	ATK Up 2
Wise Staff	84,000	SP 30, INT 120, RES 30	SP Up 1, INT Up 2, RES Up 1
Ghost Cape	65,400	HP 30, DEF 100, SPD 30, RES 30	HP Up 1, SPD Up 1, RES Up 1
Wise Robe	79,800	SP 40, INT 40, DEF 105, RES 40	SP Up 1, INT Up 2, RES Up 1
Bondage Suit	84,800	HP 40, INT -20, DEF 115	HP Up 1, DEF Up 1
Guts Vest	98,100	DEF 128	RES Up 3
Thor's Armor	111,000	SP 40, DEF 140, RES 20	SP Up 1, DEF Up 1, RES Up 1
Tennis Shoes	41,340	MV 1, DEF 26, SPD 52	SPD Up 2
Bargainscope	70,850	INT 60, HIT 120	HIT Up 3
Divine Book	106,200	SP 60, RES 60	SP Up 3, RES Up 3
Magic Ring	112,000	INT 100	INT Up 4

RANK 8 EQUIPMENT

ITEM	BASE COST	ATTRIBUTE(S) INCREASED	BONUSES
Whip of Love	133,200	SP 20, ATK 150, INT 20	SP Up 1, ATK Up 1, INT Up 1
Fan Chop	159,000	ATK 160	ATK Up 1, SPD Up 1, Forget 30%
Odin's Staff	174,000	Wind 5, INT 150	INT Up 2
Thor's Staff	174,000	Lightning 5, INT 150	INT Up 2
Thor's Armor	109,000	SP 40, DEF 140, RES 20	SP Up 1, DEF Up 1, RES Up 1
Cactus Armor	130,800	ATK 50, DEF 150	HP Up 1, ATK Up 1, DEF Up 1
Hero's Cape	163,500	DEF 160, HIT 40, RES 40	DEF Up 1, HIT Up 1, RES Up 1
Smelly Shoes	116,600	MV 1, DEF 35, SPD 70	SPD Up 2
Telescope	123,200	INT 80, HIT 160	HIT Up 4

RANK 9 EQUIPMENT

ITEM	BASE COST	ATTRIBUTE(S) INCREASED	BONUSES
Macho Fist	212,000	ATK 170, INT -20, HIT 20	ATK Up 2
Odin's Armor	141,700	DEF 182, SPD 52, RES 26	DEF Up 1, SPD Up 1, RES Up 1
Calamity Ring	159,600	HP 60, SP 30, ATK 30	HP Up 2, SP Up 1, ATK Up 1
Holy Guard	248,000	HP 30, SP 30, ATK 30, INT 30, DEF 170, SPD 30, HIT 30, RES 30	ALL Attributes Up 1

RANK E EQUIPMENT

ITEM	BASE COST	ATTRIBUTE(S) INCREASED	BONUSES
Razor	278,100	ATK 1	RES Up 1, Hairball 50%
Cactus Staff	280,000	ATK 60, INT 180	ATK Up 2, INT Up 2
Death Armor	310,000	HP 50, SP 50, ATK 50, INT 50, DEF -350, SPD 50, HIT 50, RES 50	SP Up 2, ATK Up 2, INT Up 2, HIT Up 2
Paladin Vest	327,000	SP 50, INT 50, DEF 210, RES 40	SP Up 1, DEF Up 1, INT Up 1
Angel Orb	372,000	SP 50, DEF 50, SPD 50, RES 50	SP Up 2, DEF Up 2, SPD Up 2, RES Up 2
Demon Orb	372,000	HP 50, ATK 50, INT 50, HIT 50	HP up 2, ATK Up 2, INT Up 2, HIT Up 2

RANK D EQUIPMENT

ITEM	BASE COST	ATTRIBUTE(S) INCREASED	BONUSES
Thor's Sword	385,000	Lightning 2, SP 40, ATK 190, HIT 10	SP Up 1, ATK Up 1
Odin's Sword	385,000	Wind 2, ATK 209, SPD 44, HIT 11	ATK Up 1, SPD Up 1
Maiden Staff	484,000	SP 50, INT 200, RES 50	SP Up 2, INT Up 3, RES Up 2

RANK C EQUIPMENT

ITEM	BASE COST	ATTRIBUTE(S) INCREASED	BONUSES
Cactus Sword	490,500	HP 50, ATK 200, HIT 20	HP Up 1, ATK Up 2
Mars Jacket	560,000	ATK 50, DEF 220	ATK Up 2, DEF Up 2
Vajra	638,400	Lightning 6, SP 72, INT 108, SPD 72	SP Up 2, INT Up 3, SPD Up 2

RANK B EQUIPMENT

ITEM	BASE COST	ATTRIBUTE(S) INCREASED	BONUSES
Beowulf	654,000	ATK 230, INT -50	ATK Up 3
Crusade	992,000	HP 30, SP 30, ATK 220, INT 30, DEF 30, SPD 30, HIT 30, RES 30	ALL Attributes 1
Excalibur	1,199,000	SP 50, ATK 240, INT 50, HIT 50	SP Up 1, ATK Up 1, INT Up 1
Stormbringer	1,635,000	HP 50, ATK 250, DEF 50, HIT 50	HP Up 1, ATK Up 1, DEF Up 1
Storm Eringa	1,665,000	ATK 250	HP Up 1, SP Up 1, RES Up 1, Sleep 50%
Dark Staff	847,000	INT 220, DEF 40, HIT 40	DEF Up 2, INT Up 3, HIT Up 2
Light Staff	1,690,000	SP 100, INT 250, RES 100	SP Up 3, INT Up 4, RES Up 3
Olhalicon	1,120,000	HP 50, DEF 250	HP Up 1, DEF Up 3

RANK A EQUIPMENT

ITEM	BASE COST	ATTRIBUTE(S) INCREASED	BONUSES
Muramasa	3,304,000	HP -30, ATK 270	ATK Up 3, SPD Up 1, RES Up 2
Alondite	7,645,000	HP 10, SP 30, ATK 300, INT 30, DEF 10, SPD 20, HIT 10, RES 30	HP Up 1, SP Up 2, ATK Up 3, DEF Up 1, INT Up 2, SPD Up 1, HIT Up 1, RES Up 2
Glorious	7,645,000	HP 30, SP 10, ATK 300, INT 10, DEF 30, SPD 20, HIT 30, RES 10	HP Up 2, SP Up 1, ATK Up 3, DEF Up 2, INT Up 1, SPD Up 1, HIT Up 2, RES Up 1
God Staff	179,000,000	Holy 20, SP 300, INT 500, RES 300	SP Up 4, INT Up 5, RES Up 4
Nine Tail	11,700,000	INT 40, DEF 240, SPD 40, HIT 40, RES 40	DEF Up 1, INT Up 1, SPD Up 1, HIT Up 1, RES Up 1
Iron Boots	616,000	MV -1, HP -100, ATK -100, DEF -100, SPD -100, HIT -100, RES -100	HP Up 3, ATK Up 3, DEF Up 3, SPD Up 3, HIT Up 3, RES Up 3

Once Prier and her friends leave the safety of Pot au Feu City, they must contend with all the dangers and perils of the world outside. To be successful as a Demon Hunter involves knowing the best way to attack a monster and the proper equipment to use as well as ways to make Prica to finance your excursions. This section details not just how to survive but how to prosper in terms of battle strategies and level, money, and equipment building.

BATTLE TACTICS

While your average Demon Hunter can simply walk up and hit a monster, the members of La Pucelle are professionals. This means that they use tactics and strategies in their approach to battle, and this details what equipment they choose as well as positioning in a fight.

Offense Vs. Defense

Characters and monsters in La Pucelle are able to equip any combination of weapons and items and use them simultaneously. This means that a character can use four weapons at the same time for maximum damage, or four staves, or four pieces of armor, etc. Players choose whether to focus everything on the fastest damage possible (thus removing enemy damage capabilities directly by slaying the monsters) or a balance of attack and defense to prevent stray and unavoidable moves from having as much effect.

Because your party always has the initiative in a fight (and are able to act before any of the monsters), it's often quite powerful to have the majority of the party focus on dealing damage instead of avoiding it. Using three or even four weapons on each main character allows them to deal tremendous damage at any given level. The loss of defense isn't substantially felt because enemies are defeated so quickly that they don't have a chance to rally and bring down enough characters.

It is often quite useful to combine this offense-centered approach with a distractor to draw away enemy aggression. Add a monster to your party that is of lower level with fewer HP. Enemies that exist at the beginning of the stage stay in their area and then always move toward the member of the party with the fewest HP within their movement range; enemies come through the Dark Portal always go directly for (and attack) the character with the lowest HP regardless of where the character is. Therefore, enemies are drawn to easy prey, which is where the distractor come in. Put the distractor at the rear of the party and off to the side slightly (to keep elemental spells from hitting other allies when they are brought to bear). Not only does this keep high-attack characters safe during the first round or two; it makes enemies travel farther to engage! The closer your opponents approach during their round, the easier it is to select ideal targets when your turn arrives again. As a final note, these distractor monsters also appreciate a full defensive set of equipment because they aren't intended to deal damage anyway (being low on HP, they still won't last long, but every attack counts).

Eight Slots Per Battle

Up to eight characters and monsters are allowed to enter each battle on your side. This limit has a few flexible points that should be understood early on. First, characters can return to the exit point and free the slot that they were using. If necessary, a wounded Culotte could return to the base and free the space for a Ghost that has full HP and enough SP to use several potent elemental spells. Characters who are knocked unconscious during a fight cannot be replaced during that battle, so their slot is effectively removed until victory or defeat are assured! Therefore, it is much better to swap out members of your party if possible than to make them fight until they are unconscious.

Early in the game, there won't be nearly enough characters to fill the ranks of La Pucelle. Purify a good selection of monsters to expand your options for future engagements. It's good to have more than eight members so that you have many choices in a pitched battle. Also, there are a few times in the game when resting between engagements won't be possible, and having replacements is invaluable!

Moving About

General movement may seem simple, and it is in many ways. Yet, there are tricks to give characters greater ground coverage without sacrificing attack power or survivability. Shoes, in particular, increase a character's movement range by one point. Although these pieces of equipment have relatively low bonuses to other attributes, there is no lasting cost in using these to help everyone get into position. Each character can equip up to four sets of shoes early in the round (gaining several points of range) and then change back into their normal equipment before attacking. There are no penalties for doing this, and the additional distance your party can travel is wonderful in terms of positioning your characters! The extra movement can easily spell the difference between slaying the boss or suffering another full round of heavy attacks from them AND all of their cronies.

The base panel can be a source of extra movement as well. If a character stops at the base panel during a turn, they disappear inside it once again. Bringing the character out from there is treated as if the character started the turn from that spot (getting from one flank to another in this way is very fast). Beware, however: you cannot reverse this process and return to your first position. Make sure you know where you want to go before dedicating!

Another fair warning goes to characters who are on their base panel while casting a spell or making any type of attacks. Ending any character's turn while standing on the base point is a bad idea unless you are absolutely certain that no one else needs to come out that round. Once a character has ended a turn on top of the base panel, no other character can get in or out! You don't want to be stuck knowing that you could have beaten an enemy if only you were able to bring in one more character.

Controlling the Stage

Monsters aren't enthusiastic about fighting Prier and her friends in the first place; she isn't a pushover any way you look at it. This is even more profound when you are able to get Prier and her party into the best positions on each stage. Controlling choke points, keeping the high ground, hitting enemies from all sides, and anticipating the flow of battle can make it impossible for all but the most demonic of foes to stand a chance.

The first point of land control centers on grouping your party to support each other. Spreading all eight allies over the face of a map may look nice, but a single enemy could tear into your flanks and start rolling through your lines while you anxiously shift to get others to bear against it. Characters do much better when they have the rest of the party within range to launch a good counter-offensive on any subsequent turn. If there is good reason to split the party, make sure to have several members of your group in each cluster. This way, you can control the flow of battle as it changes from one turn to the next and always be able to send your characters where they are most needed.

In addition, characters in a close formation have counterattacks against enemies during the enemies' turn if a regular attack is used. For example, say that Prier, Culotte, and Alouette are right next to each other. A Zombie attacks Prier with a basic physical attack. In this encounter, the Zombie only hits Prier, but because the other characters are close to her, the Zombie is counterattacked by Prier, Culotte, and Alouette. This type of

counterattacking during the enemy's own turn is of great advantage to you and can give the enemies substantial casualties during a time when they are supposed to have an advantage. Note, however, that Special Attacks only hit their targets and do not allow counterattacks; the close formation is not a good idea when you are dealing with monsters that rely on elemental spells, for example, because these enemies can hit multiple characters at once without them being able to strike back.

If there aren't enemies with powerful area-of-effect attacks in a given battle, consider a defensive formation on turns when there aren't more lucrative attacks. For example, your party cannot reach a line of enemies on a given turn, yet they aren't coming to you (or have allies on the other flank who can arrive at the same time, thus compounding problems). You decide to advance and take the turn of enemy attacks. At the end of your turn, group a line of three powerful characters together and place supporting members behind that rank. Switch the equipment for the characters in front and add a few suits of armor for defense! Your enemies then have trouble surrounding the party, and any single character is likely to be spared too many incoming blows.

Conversely, a single, powerful enemy that exposes itself to your full party's attacks is then in bad shape. Take advantage of the monster's vulnerable flanks and rear to deal more damage. For maximum damage potential at a higher risk, characters such as Croix or Culotte can attack from a corner position and pull two supporting allies in with him after those allies have already made Special Attacks. You get to hit an enemy with two Special Attacks and then get them with three characters with regular attacks, which can really add up the damage!

If there is an open area with lower ground and a good point of exposure, remember to use a distractor to draw powerful enemies forward. Put the distactor with their back turned to the least-defensible square on the stage. When the enemy creeps up to whack the hapless distractor, the rest of your party can fall upon the fearsome target from all sides.

Try to use the natural terrain of a stage to your advantage. If there is only one way for enemies to get to your party, block off their access to the group by controlling the pathway. This works wonderfully for stages in which there are walkways, stairways, or bridges between the enemies and your group. Other stages have hills or ledges around the enemies; this is an excellent time to take the high ground. Your characters are then able to get additional damage bonuses against their foes because of the height advantage, and the enemies are not able to use them against you.

Another benefit in terms of controlling the stage is that you can make back and flank attacks against the enemies. These attacks give you a damage bonus, which is always nice to have! If you are able to limit how an enemy can get to you but can make free shots against them to their back and sides, you have a definite advantage. This is also why surrounding enemies is so powerful; they can only attack one character at a time, but you can use your whole group to get them from behind and from the side!

So Many Attacks, So Many Wonderful Targets

There are many useful attacks in *La Pucelle: Tactics*, that you might have a hard time deciding what to use in a given situation. Normal (or regular) attacks can deal a stunning amount of damage even against some of the most powerful opponents. Special Attacks and elemental magic have their places too. Considerations of SP, chance to hit, damage potential vs. damage consistency, and risk of death from counterattacks all factor into these decisions.

Normal attacks occur at close range; most characters can only attack an adjacent enemy. This attack draws flanking characters into combat in a supporting role, allowing them to do about half damage without costing them their own moves for the round. Added to the high prevalence of skills that may come into play, normal attacks can do more damage than Special Attacks some of the time. Also, normal attacks don't require SP, so there is no fear that you may run out of steam.

Yet, there is a HUGE downside to normal attacks. They are quite unpredictable. You may not get the skills you want to, and the attack may then do far less damage. You can even miss outright! Also, an enemy (and any of their support) gets to counterattack, which can be quite problematic at higher levels.

Early in the game, normal attacks are far more effective and viable than they are later on. It is primarily in the Dark World when enemies become so dangerous that going against them head on becomes just too painful to sustain.

Special Attacks, on the other hand, are extremely consistent. Damage-dealing Special Attacks cannot miss, and the amount of damage is much more predictable! With enough practice, you can get a very good feel for what these attacks can accomplish. Although these attacks do require SP, you don't have to use them too sparingly. The key is to figure out which attacks are inexpensive enough to be used often at a character's given level and then to use those often enough to increase their skill rank (leading for higher damage at an efficient price). The higher the skill rank, the more damage that Special Attack does, and the only way to raise the skill rank is for the character to practice it over and over again.

Elemental attacks cover an area of effect that increases as they rise in skill rank. However, the damage done from many elemental attacks is not quite enough to bring down large groups of enemies under normal battle conditions. Magic is better used for healing, removing negative status effects, and for adding positive effects (e.g., Braveheart, which raises damage; one of the most effective spells in *La Pucelle: Tactics*). Use magic in a supporting role for greatest improvement in overall battle survivability; and especially trade around a set of two Aid Staffs to let each character master Braveheart. This, by itself, opens the way to defeating some of the most ominous enemies in the entire land and even the Dark World.

CHARACTER ROLES AND SPECIALIZATION

Although each of your characters is capable of learning every skill and spell, some of them excel at certain ones more than others. For example, Homard is very good in terms of dealing physical offensive damage, but he has a difficult time learning spells. This does not mean that Homard cannot be a wizard or learn any magic, but it does mean that he makes a wonderful damage powerhouse! To get the most out of your characters, it is best to play to their strengths; all of the characters have interesting and useful Special Abilities, and because they can all use spells, they can support each other fully.

Characters gain different Special Attacks and Abilities as they gain levels. They can also learn new elemental spells and gain skills through their equipment. As a character gains levels, their equipment raises their attributes, so that a character can gain certain specializations in terms of the role they play in your party. This is why it is best to study each character and determine what role you want them to play before you choose their equipment.

Level Building: As Easy or Hard as You Want

Characters can go all of *La Pucelle: Tactics* without you spending any extra time raising their levels (except through the natural course of the story battles), but if you enjoy level building, you have all the room in the world to improve on your characters. Although it's possible to reach the end of the game between levels 40-50, the cap for a given character isn't set until level 9999! So, the sky really is the limit.

There are several methods for level building. The most active, and most intuitive, method is to return to battles of moderate difficulty and defeat the monsters as many times as desired! This allows the party to rise in level while making money, finding new items, and doing what they do best (fighting evil). It is also quite enjoyable to do things this way because the player gets to continue making decisions and facing at least some challenges. Allowing extra enemies to gate in through elemental portals is certainly fine for getting a tad more experience and money while clearing these maps.

For a faster method of gaining experience, choose a stage that you won't be going into terribly often in the future (perhaps one of the stages from the first chapter after it has already been beaten). Bring your party out from the base panel and have the characters attack each other for safe and fast experience. Once everyone starts mastering their special area-of-effect attacks, such as Prier's Batter Up ability, this becomes even faster. There is a surprising amount of experience to be earned by rapidly flattening your own party and retreating out of a stage before allowing the enemies to counter. For example, bring Prier into a stage, file six characters in front of her in two rows of three, and then use Batter Up to defeat the group. Have an eighth person leave the map, rest outside of the dungeon, and then repeat. This can be VERY fast, and you can get A LOT of experience for a given character.

To increase the chance of knocking down each party member with a single attack, remove all of their armor and equip only items that lower defense (such as spears, which have defensive penalties). Even at extremely high levels, this method rakes in experience without fail. You won't pick up items or money, and the challenge is obviously nil, but the results are hard to question.

If you work really hard to purify six high-level monsters, the technique above is even better. Late in *La Pucelle: Tactics*, even bosses can be purified and forced to join your party. Because Boss monsters are a lot more experience than other enemies of the same level, they have a stunning potential for level building. The following table quickly shows that Boss monsters of moderate and high level are worth about four times as much experience as normal creatures of the same level. This is why Boss monsters are such lucrative targets for level building—a level 100 Boss is worth more than a normal creature would be for hundreds of levels!

EXPERIENCE VALUE OF MONSTERS

MONSTER LEVEL	NORMAL MONSTER EXP	BOSS MONSTER EXP
1	10	15
2	14	30
3	23	65
4	33	105
5	47	160
6	64	230
7	85	315
8	110	415
9	139	530
10	175	675
15	428	1685
20	844	3350
25	1462	5820
30	2317	9240
35	3448	13765
40	4892	19540
45	6685	26715
50	8869	35450
60	14548	58165
70	22230	88895
80	32215	128835
90	44802	179180
100	46315	185235
200	76295	305155
300	114242	456940
400	152330	609295
500	190445	761755
1000	381077	1524280
2000	762374	3049470
9999	3812393	15249545

A third method is to enter the Dark World and fight some of the high-level monsters there. Using the store surveys to raise the difficulty of monsters in the Dark World ensures that there is no limit to the difficulty of those foes, so there are always new challenges for characters that have even broken into the hundreds!

Raising Special Abilities

Special Abilities are given to all of the characters and monsters in La Pucelle. Many of these give your party the ability to deal consistent damage, sometimes over a wide area. Yet, these Special Attacks may seem a tad disapointing when they are first aquired. For a much higher cost, they frequently deal damage that is only modestly higher than the tried-and-true Special Attacks that have been in use for many levels. However, there is a reason for that! Understanding this will help to uncover the true beauty of this system.

Special Attacks increase in level just like attributes, characters themselves, and equipment! The more a Special Attack is used, the sooner it will reach higher ranks and show its true colors. Area-of-effect abilities increase in range and the number of creatures that can be effected. Close-range attacks and such will do far more damage after they have been used for several battles. Indeed, almost all skills gain considerably from frequent use.

You can check on a skill's progress from the character menus! Look at a skill's level and watch as it increases after a given interval (also listed on that screen, as 0/8, 4/13, etc.). More expensive skills that are gained later in levels may pale at first because of their low level, but many are worth the time spent bringing them up to speed. Prier's Redemption attack, for example, can rapidly become a sight of beauty once it has four or five levels pushing it forward.

Magical spells are a bit strange. Because these elemental powers are first accessible only with certain equipment in use, the listed level of these spells is zero! To fully acquire the spell, use the ability until it reaches level 1. After that point, the equipment is no longer needed to cast the spell.

Each spell has two requirements: character level and cumulative elemental ranks of that person's equipment. It takes a fair amount of a given element to uncover the higher spells. A single staff won't give anyone access to the Omega magics, but practice and a cumulative elemental bonus, combined with character levels, will.

Purchasing multiple items with healing, aid, and holy is a very good idea. Every character can benefit from the ability to cast healing magic; it may be the only way to save themselves or another character in a difficult spot. Aid is also very useful because of the Braveheart spell, in particular (which raises ATK power). Holy spells are some of the most damaging ones that can be cast, and few monsters can stand up to their powerful blasts.

Raising Attribute Ranks

There are many useful abilities that characters gain from raising their attribute ranks. Also, each new attribute rank provides a modest bonus to a person's actual points in the pertinent attribute, so there are several reasons to focus on this aspect of character growth.

Attribute ranks can be seen in the character menu. Each character has a specific value for every attribute, but they also have a rank for their HP, ATK, and so on. These do not increase with level. Instead, the equipment that a character is wearing determines how much combat experience affects attribute rank growth. Examine an item and note that there are a number of icons on some that have an up arrow for various attributes and a number. This number is what determines how much experience will go into the listed attribute after a successful battle.

ATTRIBUTE GROWTH

Although a character's equipment can heavily alter the amount of experience that goes into their attribute growth, the amount of experience they receive toward their next level does not change! In other words, attribute ranks get free experience from a character's kills that is either used or wasted, depending on the equipment worn. There are NO advantages to avoiding attribute growth.

Attribute growth is cumulative; having four items that raise HIT by five each will result in a x20 modifier to HIT growth. Because the natural state for each of attribute is a growth rate of 0, a character must be equipped to gain any attribute points at all from combat.

As with all things in *La Pucelle: Tactics*, there are strategies to maximize what you gain from attribute ranks in a given amount of level building. Unlike many of the battle tactics, it is better to spread around the attribute ranks that you raise (especially early on). There are many skills that aren't uncovered unless a character has a base level in two or more attributes. Add the number of abilities that are gained at very low levels in many of the attributes, and it becomes clear that its better to specialize AFTER getting a good base spread of ranks.

One trick to raise attribute ranks quickly even at the higher levels is to continue combining items with higher attribute growth to form super-growth items. Spend an hour building up and combining Elevate ATKs (which can be purchased from the store) to create a single Elevate ATK that provides +24 to ATK growth. Having several items like this makes it easy to train both new and experienced characters to achieve higher ranks. Combine the use of these super training items with the level-building tricks that have already been mentioned to create a well-balanced and highly effective character.

For a complete listing of the skills available and equipment that raises the attributes needed, see the Shaping Your Destiny section.

Choosing a Role for Allies

La Pucelle: Tactics doesn't force a role onto any of the major characters. It is quite possible to turn Prier into a back-of-the-party wizard and healer if you so wish, and Culotte can be in the front lines hacking away with kitchen utensils if that is your thing. That said, it is both useful and fun to choose the roles that you wish for each of your characters and monsters somewhat early on. If you hone the attribute growth and skills that a character uses to reflect what they do in actual battle, that ally will grow more and more specialized (and more effective at that style of fighting). You are free to raise all of the attributes and skills for every character that you gain, and there are no penalties for this; it will simply take more time to reach some of your goals.

If you wish to begin specializing an character, look into the skills that they already possess and soon uncover. How can these best be used in battle? Alouette can master area-of-effect magics very early in the game, while Prier spends quite some time before learning some of her better moves in that field. By the same token, Homard and Father Salade are brilliant up close and gain many special moves in that context, but have trouble specializing in area-of-effect fighting (especially for Father Salade, who has to rely on elemental magic). For the fastest route to power, take a specialization that suits your character's strong points.

EXAMPLE OF PARTY SPECIALIZATIONS

Prier	High damage, close range combat
Coulette	Healing, Braveheart, and area-of-effect abilities
Alouette	Support (has healing, area-of-effect, and some close range abilities)
Eclair	Close range attacks, high movement
Homard	Maximum ATK, close range, Boss killer
Father Salade	Close range, high SP, heavy Special Attack use
Papillion	Distractor with Braveheart, DEF, and armor open slot

Once each member has enough of the base attribute ranks for a nice range of bonuses, equip items that help those characters reach their peak efficiency. Homard is a great aggressor in this party, so he should use four weapons (with as much ATK Up potential as possible). Look for spears and other high-ATK weapons, even when they sacrifice INT and DEF; Homard can then rush out to end fights and try not to be around during enemy turns. Alouette can have a mix of equipment, with a weapon, staff, and even some armor perhaps; she floats into whatever role is needed, and her skills suit that wonderfully. Culotte needs the highest INT to maximize his healing, and he can try for a few good Holy spells during free rounds.

DARK PORTALS AND PURIFICATION

Dark Portals are doorways into the Dark World that emit Dark Energy; this energy comes out as an elemental flow determined by the color of the Dark Portal. There are seven different colors of Dark Portals, and the flows of Dark Energy can be combined to form seven different elements.

DARK PORTALS AND DARK ENERGY

	ELEMENT	COLOR	FLOWS	EFFECT	MIRACLE ATTACK
	Fire	Red	Red	Causes fire-based damage to enemies	Armageddon
	Wind	Green	Green	Causes wind-based damage to enemies	Requiem
	Ice	Blue	Blue	Causes ice-based damage to enemies	Gospel
	Lightning	Yellow	Red + Green	Causes lightning-based damage to enemies	Testament
	Heal	Light Blue	Green + Blue	Heals friendly units and purifies enemies	Evangel
	Aid	Purple	Red + Blue	Damages enemies and changes their status	Ultimate Insanity
	Holy	White	Red + Blue + Green	Uses Holy power to cause great damage to enemies	Ragnarok

When a character (or enemy) stands on the Dark Energy, the flow moves in the direction they face. If the Dark Portal is then purified with an enemy on the flow, various effects result depending what element the Dark Energy is.

CHANGE-UPS

To direct the flow of Dark Energy without having to tie up a character, use a Change-Up. These low-cost alternatives can be purchased in the Rosenqueen Shop and can be placed by characters during their turn. Change-Ups can also be reoriented to direct flows in different directions.

If the flow of the Dark Energy runs into another Dark Portal, then the flow will be broken. This also occurs if the Dark Energy runs into certain features of the stage (such as sharp ledge or a column). Enemies can also block the flow of Dark Energy if they directly face into the flow.

Characters that are standing on Dark Energy flows are weakened by their exposure to the Dark Energy; enemies are also strengthened by the Dark Energy Flows. However, if an enemy is standing on or within a circle of Dark Energy that is 15 squares or greater, purifying the Dark Portal can trigger a Miracle Attack. The elemental alignment of the Dark Energy flow determines which deity performs the Miracle Attack. You cannot have multiple Miracle Attacks except in cases of Healing Miracle Attacks. For example, you cannot have a Holy Miracle Attack -> Lightning Miracle Attack, but you can have a Holy Miracle Attack -> Healing Miracle Attack -> Wind Miracle Attack.

TIP

Any character can direct the flow of Dark Energy, but only the members of La Pucelle can purify the Dark Portals. This changes when a monster in your party reaches a Happiness of 10, which allows them to Purify as well.

Because Miracle Attacks can cause even greater amounts of damage to enemies and because you can gain bonus pieces of equipment, equipment level points, and bonus Prica just for purifying the Dark Portals, they are of great value. It is well worth the time and effort it takes to set up large rounds of Miracle Attacks, so practice constructing them and take advantage of any Dark Portals you encounter. In addition, if you leave the Dark Portals unmolested for a long enough time, they may provide access to other enemies, which can be somewhat hazardous to your party's health if they are not prepared for them!

MONEY, EQUIPMENT, AND COMBINATION

High-level equipment can become very expensive. But there are ways to afford the good pieces of equipment by making money quickly. Of course, a given article of equipment need not be expensive to be useful and effective: all it takes is some time to level it. In addition, equipment can be discovered or combined to raise its strength and power to your characters. All it takes is to know where to look and how to combine the equipment to get the most out of it.

Making Money

The Rosenqueen Shop (through its central location and its representatives) has much of the equipment that carries you through *La Pucelle: Tactics* in safety and glory. There are all manner of good weapons, pieces of armor, and accessories there. The only thing to get in the way of some truly elite gear is the price tag. You are going to need quite a pile of gold if you want to unlock the highest store levels and take home the finest the store has to offer.

The simple way to make money while accomplishing a wide range of additional goals is to level build on stages with either a large number of enemies or a small cluster of foes that can be slain within a round or two. This way, the fast victories add up quickly and take the place of larger-conflict rewards.

USING PORTALS FOR QUICK VICTORIES

On stages where the enemies won't close to attack the party, there is a convenient way to get more money and experience without fear of defeat. Have your party center around the last of the Dark Portals in the stage and wait for a round or two. Once an enemy gates in, the party has them surrounded. Beat the creatures down and wait another couple of rounds. It's easy, it's simple, and the rewards are noticeable if you are playing on a stage with creatures that are comparable with your party in level!

In the early game, a huge monetary boost comes from creating a substantial purification chain. Some of the larger chains add up to awards well into the thousands, even at low level. Because this is doubled when every Dark Portal is closed, a party can get a massive infusion of money in the early dungeons by taking the time to set up one of these chains. In addition, the increases in equipment levels are helpful for starting parties who are interested in combining items for early attribute bonuses.

Later in the game, trained monsters who are no longer that useful in battle can be sent to the Dark World for pretty major rewards. Over time, creatures that were not well trained may send back some equipment when you ask the Dark World Scout about the goings on of the Dark World. However, trained monsters are FAR more likely to send back potent pieces of equipment, especially if they survive for a fair time. Happiness plays a small factor in this, but the overall training that you have done with a monster has the greatest impact by far. This equipment can be used by your characters or sold to the Rosenqueen Shop for a large amount of Prica.

Another way to get money is by taking the time to get the Good Endings in every chapter. There are four possible types of endings for a chapter: Bad, Normal, Good, and Special (not all chapters have all the endings). These endings reward you with bonus Prica with the best endings giving the highest amounts. Completed chapters can also give you bonus pieces of equipment, which can be used by your party or sold.

Leveling Equipment

Equipment has levels just like everything else. When a piece of equipment gains a level, its attributes improve. Thus a level 2 Sleepyhammer, for example, raises a character's ATK more than a level 1 Sleepyhammer. For some pieces of equipment, it may not be worth your time to improve them, but for others (especially those you plan on keeping for a long time) the effects can be quite potent.

When a Dark Portal is purified, its leftover energy is funneled into the equipment that a character is using. If the length of the Dark Energy is very small, say, only a few squares, then the equipment won't gain very much. However, if the Dark Energy travels some distance from the Dark Portal, then the amount of experience gained by the piece of equipment is much greater. In general, one square of distance traveled by the Dark Energy is equal to one bonus point of experience.

The elemental property of the piece of equipment also has a factor. If a character purifies a Dark Portal with the same elemental property of their equipment, that piece of equipment gains more experience than the same piece of a different element (roughly twice as much).

If you purify a stream of Dark Energy that hits an enemy, then you gain another bonus to the equipment's experience. Miracle Attacks give you an even greater bonus, and successive rounds of Miracle Attacks are the best. Each time you hit an enemy, you get +10 bonus points of equipment experience times the round of Miracle Attack. Even if you are not able to get multiple Miracle Attacks, having multiple flows of the same element adds to the amount of equipment experience gained.

Therefore, all of this adds up to a simple way to construct an Dark Portal Purification that builds up a character's equipment to high levels. Choose a stage that is fairly good sized and has enemies in the center that won't attack you (Hall of the Dead, for example). This stage should also have a good spread of Dark Portals in it. Construct a flow of Dark Energy in a perimeter around the stage, and feed all the other Dark Portal energies into it. Use Change-Ups to make sure that the perimeter flow of the energy is maintained, and if necessary put characters on each of the extraneous Dark Portals to keep monsters from appearing and disrupting the flow while you are setting everything up. Choose a character with equipment of the same element as the starting perimeter Dark Energy to Purify the first Dark Portal. Because there is an enemy in the center, this triggers an enormous series of Miracle Attacks that power your equipment to new heights!

ABOUT DARK PORTALS AND MIRACLE ATTACKS

Dark Energy flows until it is stopped by part of the stage (like a column), an enemy, a character, or another Dark Portal. You can only incorporate the flow of Dark Energy to its source Dark Portal; all other portals break it.

You cannot have successive Miracle Attacks with the exception of Healing Miracle Attacks. Healing energy breaks up the flow so that your Miracle Attacks can be multiple. For example, you cannot have a Holy Miracle Attack -> Lightning Miracle Attack, but you can have a Holy Miracle Attack -> Healing Miracle Attack -> Wind Miracle Attack.

You may gain pieces of equipment just by purifying the Dark Portals. In addition, you gain bonus money for destroying the Dark Portals on a stage. High-level equipment and bonus Prica: not bad, considering that all it takes is a bit of time to set up.

Combining Items

One of the benefits offered by the Dark World Scout is the ability to combine pieces of equipment. This equipment must be on the monster being sent to the Dark World, and both the monster and equipment must be of sufficiently high level. If they are not, then the combination won't affect the equipment and the monster is still sent to the Dark World (and you'll never see them again).

So, not only do high-level pieces of equipment have improved bonuses to attributes, but they are also capable of being combined to form equipment of even greater strength. The process of combining does two things: 1) it raises the power of the equipment (the menu gives you a preview of the item) and 2) it returns the level of the equipment to zero. Part of the increase in the power of the equipment is to increase or add elemental properties, and the first item on the roster determines the piece of equipment that result. Two Fire Staves, for example, result in a Fire Staff with +4 Fire; a Fire Staff and a Wind Staff result in a Fire Staff with +2 Fire and +2 Wind.

All in all, it is best to combine only two pieces of equipment at a time. The bonuses to attributes are maximized most efficiently and you can keep yourself in high-level equipment easily. Because it is not too hard to level monsters but leveling equipment can be time consuming, this is the easiest way to handle equipment combinations.

GLIMPSE OF THE DARK WORLD

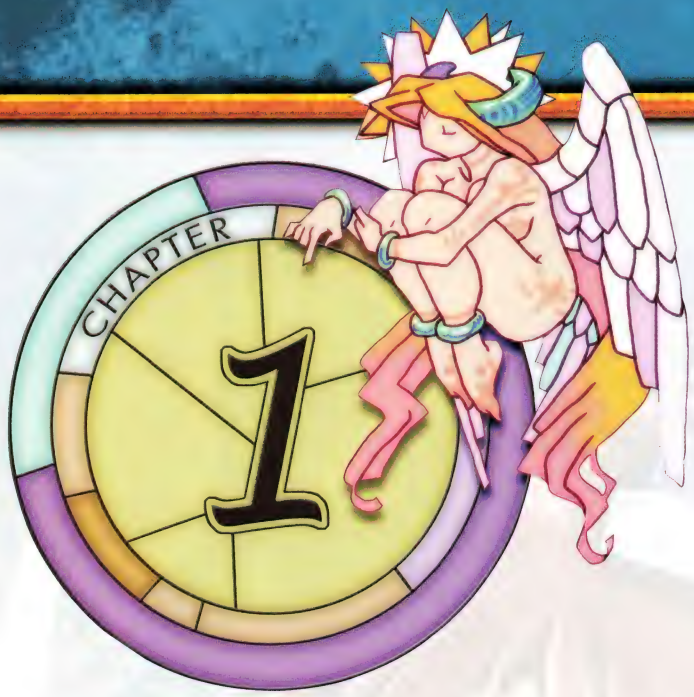
Under certain situations, the members of La Pucelle can enter through specific Dark Portals and into the Dark World. There, they encounter a host of enemies and must fight to return from this netherworld. However, despite the danger, there is much to be gained from these sojourns in terms of valuable equipment and experience, so entering the Dark World definitely has its benefits.

Whether or not a Dark Portal to the Dark World opens on a stage depends on the value of the Dark World Index listed for each stage. When the Dark World Index reaches a value past 100, a portal within the stage opens that Prier and company can enter. There are several ways to raise the Dark World Index enough to trigger this portal opening. First, every time you leave a stage without purifying all the Dark Portals, the index gets a little higher. It is very difficult to get a high enough value with this method, but it does have a small effect on the index. Second, you can also raise the value by purchasing a Present at the Rosenqueen Shop. You then have to use the Present like an item, opening it within the stage. The sheer greed that you display is enough to raise the index. Finally, the fastest way (and one that gains you additional benefits in terms of experience for your characters) is to attack and kill members of your own party. This has a HUGE effect on the Dark World Index, and if you persist in such behavior, the Dark Portal opens in little time.

The Dark World that you may enter now has the potential to get your party large amounts of experience and new equipment. (For a fuller discussion of the Dark World, see *The Realms Beyond* section.) And, of course, there is no reason why you cannot use either the experience- or equipment-building information detailed here in the Dark World. Just remember that every member of your party can be used to their fullest potential and that there are ways for you dictate the course of their development and flow of battle; with all of this information in mind, no place in the world is safe for the powers of Darkness.

Lighting the Way

The path that awaits Prier and her friends is a difficult one. They must face dangerous monsters and demons, sinister forces with malevolent intentions, and difficult moral choices. Still, these things can all be overcome with skill and the powers of friendship, hope, and faith.

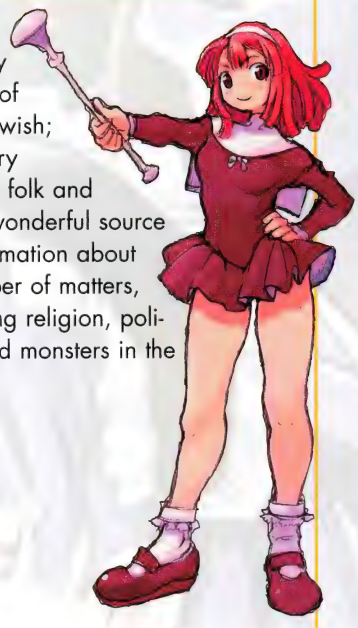


ON-THE-JOB TRAINING

At first glance, it is just another day of instruction in the life of a demon hunter. Prier and Culotte are under the tutelage of Alouette, a veteran member of La Pucelle and fellow Sister of the Church of Holy Maiden. The sun is shining, the birds are singing, the zombies are plentiful, and rumors of problems abound.

Pot au Feu City

Wander around the town to familiarize yourself with it. Pot au Feu City is a fairly small village, but there are some places of interest. Explore as many places as you wish; the inhabitants of Pot au Feu City are very friendly folk and are a wonderful source of information about a number of matters, including religion, politics, and monsters in the area.



The Church

The Church of the Holy Maiden is one of the largest and most important buildings in Pot au Feu City. Although it is not as wealthy as the Church of the Divine Mother, it has a warm and comforting appeal. Here, people come to pay their respects and pray to the Goddess Poitreene and the Holy Maiden.

Father Salade's Study

This simple office belongs to the founder of the Church and overseer of La Pucelle. Unfortunately, Father Salade is away on business; otherwise, he would be there to give out an assignment or helpful advice regarding training.

The Infirmary

The Church of the Holy Maiden also provides some medical assistance to the citizens of Pot au Feu City. If anyone needs healing or falls prey to some form of sickness, the Church works to get them the care they need.

Rosenqueen Shop

The Rosenqueen Shop is a relatively new store in Pot au Feu City and the premiere place to buy any form of equipment you need. Shop for your equipment or speak with the dark cloaked being in the back for information regarding the Dark World.

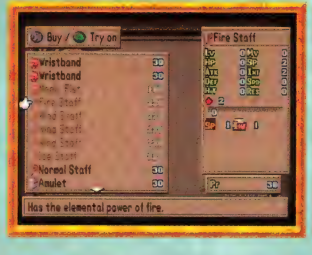
WOULD YA LIKE TO TAKE A SURVEY?

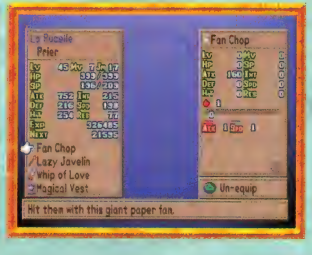
The type of equipment offered by the Rosenqueen Shop changes based on your needs by taking one of the surveys. You can chose to have more weapons or armor available or ask for more powerful equipment. If at any point you need to alter the selection, buy a low-cost item like a Change-Up to take the survey.

Even novice demon hunters have some Prica in their pockets. Take this opportunity to look around the store and properly equip your people. Note that every time you buy a piece of equipment your customer rank improves. As your rank increases, more powerful weapons and armor become available. Before you know it, you'll be out in the big wide world and really appreciating what this store has to offer!

DRESSING THE PART

To really cut through your enemies, equip your characters with three weapons and one piece of armor. You won't have to worry about defense if you take the fight to the monsters and kill them before they even get a chance to attack you!





In addition, decide which elements you'd like each character to focus on. Pick out equipment pieces of the same element; it is well worth your time to get the right ones. Choose them from the three primary elements (Fire, Cool, and Wind), because those are the portals that you encounter most frequently. In the future you may want to look into other elements, but going for the primary three is the most important for now.

Udon Shop

The Kingfisher Noodle shop is a family-owned restaurant. They offer the best noodles in Pot au Feu City and is a comfortable eating spot for all the villagers.

The Orphanage

This is where Prier and Culotte were raised. The Director of the Orphanage is Father Salade's wife, and Prier and Culotte are friendly with many of the other children there. In fact, many of the other children are quite interested in the business of demon hunting, and they talk to you about something that they encountered. It seems that Zombies are infesting a nearby region, the area known as Devil's Stomach. With that in mind, you now have a new destination, where you can put your skills to the test.

THERE'S A PARTY GOING ON IN THE WORLD

Every time you enter the World Map, the members of your party regain their HP and SP, are healed of any status ailments, and recover from unconsciousness. This makes keeping your party in proper fighting form both quick and easy! Duck out of stages to fix your team up and then simply move on to the next stage with all your abilities open to you.

Prier

At 16 years old, Prier believes that she has everything needed to be an independent adult. Headstrong and confident, she's not afraid to take a stand or follow what she believes is right. She is also not afraid to tell anyone what she thinks, and this sometimes leads her into trouble (as does her willingness to take on near-overwhelming odds).

Prier is not a very devout follower of the faith even though she was raised according to the teachings of the Church and is a Sister of the Church of the Holy Maiden. She is much more interested in the active vocation of demon hunting than praying and, as a member of La Pucelle, she is eager to take on challenging opponents. However, she also believes in caring for and helping people, and is dedicated to bringing happiness and hope to the world.

The one thing that Prier wants most is to become the Maiden of Light. It is a dream that she has had in her heart for a long time and she believes that she is someone who can offer peace and love to the world around her. It is this dream that leads her onward through her path of self-discovery.

SPECIAL ABILITY	DESCRIPTION
Coup de Grace	Kick your opponent where it hurts!
Deliverance	Blow them away with a double kick!
Divine Storm	An earth-shaking two level kick!
Redemption	An attack that will redeem any soul.
Holy Wind	A holy spinning baton attack.
Batter Up	A mighty swing with a holy baton.
Forest Lord	Summon the Lord's Child to attack!
Double-team	A combined attack with Culotte.
Hidden Talon	A combined attack with Croix.
Recovery	Allows target to recover from any condition.

All of Prier's Special Attacks make her a force with which to be reckoned. She gains a wide selection of strong, direct physical damage abilities and her temperament makes her a natural warrior. As a front-line fighter against the forces of darkness, Prier fears no monster or demon!

Culotte

Prier's younger brother, Culotte, was raised with the faith of the Church of the Holy Maiden. Like Prier, he joined the Demon Hunting Squad of La Pucelle (even though he is only 12 years old). The teachings of the church have helped to strengthen Culotte's character and give him an opportunity spread peace and happiness.

Culotte studies very hard and is a better student than his sister. He is happy to learn and genuinely cares for others. He has a bit of a crush on his teacher Alouette, so he especially wants to please her.

Culotte is very supportive and hopeful. He looks for the best in people and is always willing to help others. He is much more calm than Prier, and does not feel the need to push for independence. His kind heart and gentle disposition lead Culotte to try and do what he can to make the world a better place.

SPECIAL ABILITIES	DESCRIPTION
Iyashi	A healing miracle.
Cure	An advanced healing miracle.
Blessing	The most advanced healing miracle.
Kitchen Sink	Throw everything but the kitchen sink.
Tulip Spear	A tulip-spear attack.
Mushroomania	Summon a parade of mushrooms to attack.
Kitty Kitty	Summon a gigantic toy cat to attack.
Puppy Love	A combined attack with Alouette.

Culotte's Special Attacks are not as strong as some of the other characters, but he has a natural aptitude for magic and healing. In many ways, Culotte tries to support others instead of aggressively charging into battle. However, because most of his abilities can hit multiple enemies at once, he can cause a fair amount of damage to a group of enemies, and his curative abilities are a valuable asset to any group.

Alouette

Alouette was found by Father Salade while wandering in the wilderness—clutching the Holy Book. She had no memory of who she was or what happened to her in the past. Father Salade took her in and educated her about the world. This has given Alouette her sense of duty and purpose.

Alouette is a very devoted follower to the teachings of her faith, mostly because of everything that the church has done for her. She is dedicated to the Holy Book's words and seeks to spread its knowledge. As a member of La Pucelle, Alouette does her best to heal and purify the land from evil.

Alouette tries to maintain her sense of calm and dignity even when under pressure. Prier, who has her own sense of what is proper, sometimes challenges this. Having to teach both Prier and Culotte the tactics of demon hunting (as well as etiquette and manners) doesn't help her stress level. Still, as a strong individual, Alouette hopes that she can help others realize their own potential through faith and education.

SPECIAL ABILITIES	DESCRIPTION
Iyashi	A healing miracle.
Cure	An advanced healing miracle.
Blessing	The most advanced healing miracle.
Tough Love	You may have to be cruel to be kind.
Repent!	Make your opponent see the light.
Book Bash	Slam them with the Holy Book!
Rain of Fire	Call down the flames of judgment.
Holy Bells	Call down a clap of holy thunder.
Divine Light	Call down divine lightning.

Alouette's Special Abilities highlight her versatility. She gains natural healing abilities, and has a very good aptitude for magic—her battle skills aren't too shabby either. Many of her attacks mix both physical and magical damage, so she can hold her own against a wide variety of foes. La Pucelle would never become an effective demon hunting force without Alouette's support, and she always strives for the betterment of the group.

Devil's Stomach

This region provides a tutorial detailing some of the basics of fighting and the battle system in *La Pucelle: Tactics*. The battles themselves should not give you much difficulty at all. Follow Alouette and Culotte's instructions on how to beat the various stages.

PRACTICE MAKES PERFECT

From the very beginning, don't hold back from using Special Abilities. Every time you use an ability, it gets stronger. Because your SP is replenished every time you go to the World Map, there is no benefit to holding on to it. Pick the Special Abilities that you enjoy the most and use them early and often. By the end of the game, each character should have three Special Abilities of very high level: one for raw damage, one area of effect, and one for personal enjoyment.

Devil's Stomach

ENEMIES
1 Zombie
4 Tiny Bats

DARK PORTAL ENEMY
Tiny Bat

ZOMBIE

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

TINY BAT

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

With your team properly equipped, the two Tiny Bats in the front have no chance. Arrange your team to support each other defensively and just mop up the monsters. If you wish, spend some time purifying any Dark Portals that are near you for practice and a bonus amount of Prica at the end of the stage. Send Prier and Alouette forward to draw out the other two Tiny Bats and the Zombie. They should be able to kill all of them with no trouble at all.

RETURN TRIP

At any point in time, you can leave the stage by exiting through the red square near the base panel (run past the stage and move to the next stage by going to other red squares in front of doorways). As soon as you're finished with this stage, head back to Pot au Feu City to get yourself some new equipment.

ADVENTURER D'JORE

Enemies that are in the stage when your turn begins stay in place until your party is in range; once this occurs, they attack the character (within their range) with the lowest hit points—not the lowest defense. Enemies created by Dark Portals automatically move toward the character with the lowest hit points in the stage, whether they are within range or not. This means that you can always determine which character is most likely to be attacked. To control enemy movements, keep this in mind by using a weak-HP character to lure the enemy.

Grave of Fool

ENEMIES
1 Big Zombie
4 Tiny Bats

DARK PORTAL ENEMY
Tiny Bat

BIG ZOMBIE

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

TINY BAT

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

Choose one small group of the Tiny Bats and attack them from the flank (instead of the center). You should be able to kill at least two of the Tiny Bats within the first round. Continue destroying Tiny Bats and then turn your attention to the Big Zombie, which won't move from its position. As suggested, this monster is a good one to have in your retinue, and at this point you need all the bodies (warm or not) you can get. Surround the Big Zombie, purify it, and then finish it off.

GRABBING THE LOOT!

There is a treasure chest in this stage! Have a member of your party move on top of the chest to pick up the treasure. Because you have to surround the Big Zombie anyway to purify it, grabbing the treasure is an easy proposition.

Hall of the Dead

ENEMIES
9 Zombies

DARK PORTAL ENEMY
Tiny Bat

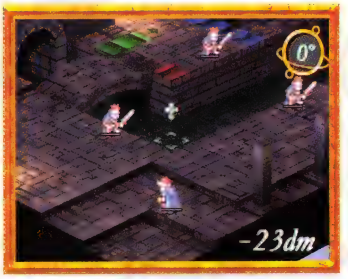
ZOMBIE

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

TINY BAT

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

Position your people to the side of the Zombie directly in front of the Dark Energy flow. That way, when you kill the Zombie, you won't impede the flow. Kill the Zombie and then purify the Dark Portal. This unleashes a Miracle Attack against all the enemies on the stage, killing them and getting you a nice bonus.



HALL OF THE DEAD: TO KNOW IT IS TO LOVE IT

This is one of the absolutely best stages in *La Pucelle: Tactics* for leveling equipment. There is a lot of room to set up huge Dark Energy circles, and the Zombie in the center won't move from its position (thus ensuring a Miracle Attack). Make sure that you bring along plenty of Change-Ups so that you can guide the Dark Energy in a huge perimeter around the room (its easiest to start this from a portal at the top) and then feed in the flows of all the interior Dark Portals into the perimeter. Once you have contained the Dark Energy, purify the starting portal and watch your equipment blossom!

Room of the Caretaker

ENEMIES
1 Big Bat
3 Zombies
2 Tiny Bats

DARK PORTAL ENEMY
Tiny Bat

BIG BAT

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

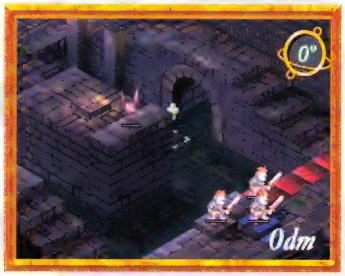
TINY BAT

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

ZOMBIE

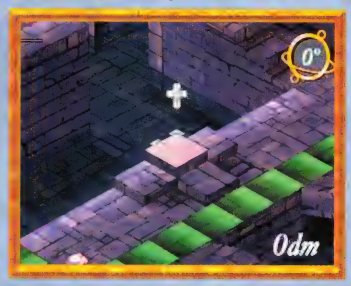
SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

Move Alouette and Prier forward to kill the Tiny Bats on the bridge. The Zombies won't move from their positions until you get close to them, so arrange your group so that they can support each other defensively. Destroy the Zombies at range by using Special Abilities and then move on to the Big Bat. As a more powerful monster than some of the others, a Big Bat would look great in your party! Move forward enough to scoop the treasure chest and then purify the Big Bat until it is persuaded to join your team. With the creature surrounded, kill the Big Bat and then take care of any Tiny Bats that may have appeared from the Dark Portals.



Because of the way that this stage is set up, it is relatively easy to construct a Miracle Attack. The Big Bat won't leave the center of the stage, so guide the Dark Energy around the perimeter by using Change-Ups. Forgo converting the Big Bat and simply send someone to retrieve the treasure chest; with that out of the way, purify the Dark Portal to create a lovely Miracle Attack that slaughters the hapless bat.

A SHINY RED EVENT SQUARE



As Alouette describes, there are special events that can take place if you touch an event square. These affect what type of ending you receive at the completion of the chapter and are important in terms of the story. As you move through each area, keep a careful eye out for them and explore every area possible.

Montblanc Castle

The La Pucelle team has finally discovered the source of the Zombies: a mysterious castle. From the look of things, this building is far older than most in the Kingdom of Paprica, and much of the interior hints at things long past. There is obviously some very powerful type of spiritual magic around this building, and it is up to Prier and company to give the lost souls within a well-deserved rest.

Hall of Justice

ENEMIES
1 Zombie
4 Tiny Bats

DARK PORTAL ENEMY
Tiny Bat

ZOMBIE

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

TINY BAT

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

Move one of the stronger members of your group forward to meet the first Tiny Bat head on and then use ranged Special Abilities to get the other two flanking Tiny Bats. If necessary, position Culotte so that he can support the other party members and still attack at range. The remaining Tiny Bats and Zombie then try to attack you—defeat them. The most difficult task is maneuvering to purify all the Dark Portals before the enemies kill themselves with your group's counter-attacks; this can be solved by having some of your monsters tie up the enemies while Prier, Alouette, and Culotte concentrate on the portals.

Cage of Birds

ENEMIES
1 Will-O-Wisp
3 Zombies
2 Tiny Bats

DARK PORTAL ENEMY
Zombie

WILL-O-WISP

SPECIAL ABILITIES
Elemental Spells

TINY BAT

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

ZOMBIE

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

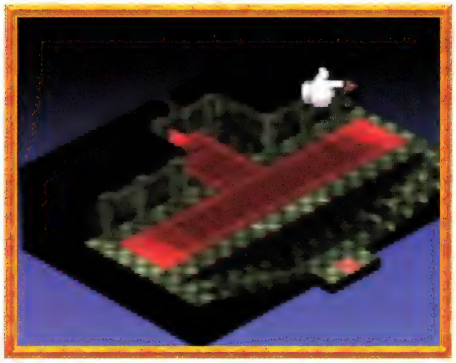
First, take a good look around this stage. This is another stage where it is easy to set up a good Miracle Attack if you are patient enough. The Will-o-Wisp lets other creatures do the fighting and stays in the middle of the stage. There are usually some well-positioned Dark Portals available to you.

The Zombies and Tiny Bats rush forward to meet you, so keep your group close together for support in one of the corners. Eliminate the Zombies and Tiny Bats (they aren't the real threat) and then try to either create a Miracle Attack or convert the Will-o-Wisp. If you move too close, the Will-o-Wisp is drawn into the battle, and at that point it is best to purify and convert the monster.

BEHIND CLOSED DOORS

Triggering the event square takes you to a place that few have seen in a long time: a barricaded door. Who knows what could lie behind it: treasure, maybe, or a clue about the inhabitants of the castle? With such restless spirits roaming the various rooms, it certainly is important to investigate every possible point of interest.

Hall of Brave



ENEMIES
1 Big Bat
4 Zombies

DARK PORTAL ENEMY
Zombie

BIG BAT

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

ZOMBIE

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

This stage forces you to approach the enemies; there is a ton of territory, but you want to lure them into attacking your team. Equip one of your group members with some defensive gear and send them toward the knot of enemies in the middle. Have the rest of your group gather behind your lure, using them to purify any portals behind your ranks so that you aren't overwhelmed later. At least one Zombie in the front should take the bait when your character gets close; hit that one hard. Carefully advance until the remaining enemies decide that they want to move and then carve through the ranks of them.

Hall of Truth

ENEMIES
6 Tiny Bats

DARK PORTAL ENEMY
Tiny Bat

TINY BAT

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

At this point, Tiny Bats aren't much of a threat. Bring out some of your most maneuverable characters to finish off any Tiny Bats.

YOUNG EXPLORERS

The event square reveals that this castle is a point of curiosity for many different people. Still, this is no place for children, being a castle haunted by undead and all. It's really best for any sightseers to hurry back home, even if they did find something of great interest regarding the castle's past...

Hall of the King

ENEMIES
Oseille
2 Will-O-Wisps
3 Zombies
5 Tiny Bats

DARK PORTAL ENEMY
Zombie

OSEILLE

SPECIAL ABILITIES
Muscle Bomber
Spirit Wave

ZOMBIE

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

WILL-O-WISP

SPECIAL ABILITIES
Elemental Spells

TINY BAT

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

Take out as many of the Tiny Bats in the front as possible because the Zombies rush in behind them at the first opportunity. Arrange your group so that no single member bears the brunt of a three-Zombie attack. Because all your teammates can support each other, you may be able to kill nearly all the enemies that attack you during their turn. If not, finish up killing the Tiny Bats and Zombies and then move on to Oseille's backup.

Use one of your weaker members to draw out one of the Will-o-Wisps so that it is separated from Oseille. Quarters are pretty close here and you don't want the enemies to take advantage of that. Kill that Will-o-Wisp and then concentrate on getting rid of any nearby Dark Portals that may cause trouble later.

After that, it's time to target Oseille and his remaining Will-o-Wisp. You'll be able to kill the Will-o-Wisp much faster than Oseille, so focus your attacks so that the Will-o-Wisp doesn't get to support Oseille with his attacks.

At this point, use Special Attacks as much as possible on Oseille. With him surrounded by your party and taking damage from all sides, he shouldn't be able to do too much to you. Remember that Culotte can use Heal if anyone gets in too much danger.

PUTTING THE SPECIAL BACK IN SPECIAL ATTACKS

For Oseille and every Boss onward, Special Attacks are crucial. First, they always hit their target, although the damage can vary. Second, the enemy can't counterattack. Third, the Boss won't have support from any of the other enemies nearby. Finally, Special Attacks can be used at range for large amounts of damage. All of these factors add up to make Special Attacks the way to truly kill a Boss (not to mention any other enemies).

After the events that take place in the Hall of the King, there is peace and quiet once again. No longer do ghosts or zombies haunt the halls of Montblanc Castle or mourn the passing of time. With the undead finally laid to rest, La Pucelle returns to Pot au Feu City knowing that a good deed has been done.

Father Salade

The founder of the Church of the Holy Maiden, Father Salade also oversees the workings of La Pucelle. He keeps a careful eye on the current events of the Kingdom of Paprica, noting where and when he should send the demon hunting squad to accomplish the greatest good. This attention to detail has been rewarded by a good relationship with the royal family of Paprica. This necessitates a great deal of travel, and he doesn't get to spend as much time with his wife (who is the director of the orphanage) or at the cathedral as he would like.

Father Salade takes a very paternal approach to many members of La Pucelle. When the need arises, he can be firm, but he prefers the role of a teacher, good-naturedly guiding his students onto the path of knowledge. He also tends to give special treatment to Alouette, whom he has taken into the church and allowed to become a member of La Pucelle without ever having passed the Demon Destruction exam.

In his younger days, Father Salade was a demon hunter himself, and it is rumored that he destroyed demons using nothing but his bare hands. Even though he is now 50 years old, Father Salade is still in his prime, and has no desire to stop his martial training any time soon. Should the need arise, Father Salade will once again directly enter the fray on the side of faith and justice!

SPECIAL ABILITIES	DESCRIPTION
Holy Punch	A punch that can send demons reeling.
50 Year Jab	A jab with the weight of 50 years.
50 Year Kick	A kick with the weight of 50 years.
Holy Truth	The result of years of training.
Holy Storm	A combination attack with Prier.

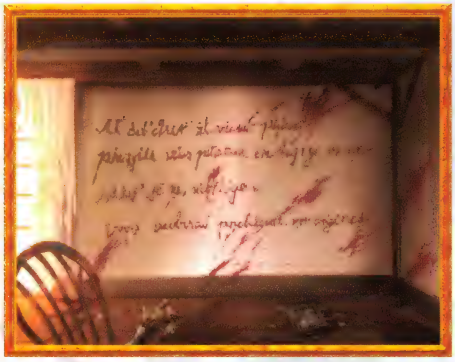
A warrior grounded in direct martial training, Father Salade has worked for many years perfecting his skills. The end product of this training is a man in peak physical condition, with attacks capable of defeating some of the strongest enemies in the entire world—or beyond.

A CHILD'S PROMISE

Because of their parents' death, Prier and Culotte have a very close relationship. This does not keep them from knowing each other's weaknesses, however. But all remembrances are interrupted when Father Salade returns and gives them their next assignment: investigate a string of gruesome murders with a supernatural element.

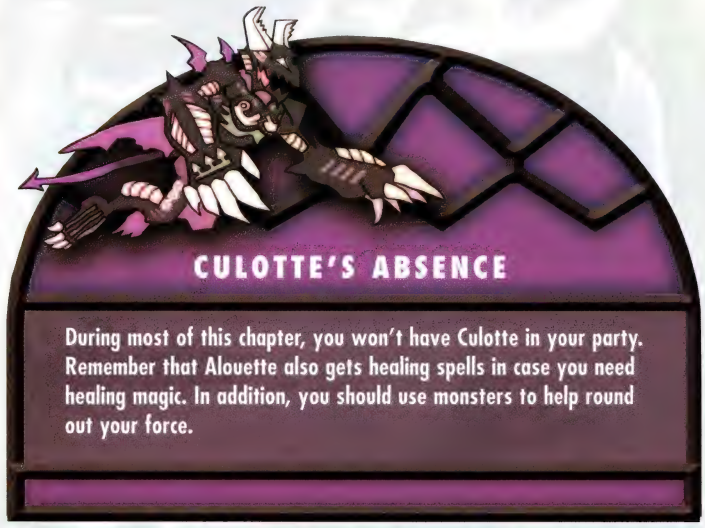
Crime Scene

A puzzling note was left at every murder site. Written in blood, the murderer obviously felt compelled to transmit some message. But what it means and whom it was written to is a mystery that can only be solved when the killer is tracked down and captured.



Mt. Tarte

This is a place of memories for both Culotte and Prier. When they were children, they spent a lot of time climbing and exploring the green fields and rocky outcroppings of the mountain. Currently, though, this is the refuge of a killer attempting to make good an escape. It is up to the members of La Pucelle to find this person before they kill again.



CULOTTE'S ABSENCE

During most of this chapter, you won't have Culotte in your party. Remember that Alouette also gets healing spells in case you need healing magic. In addition, you should use monsters to help round out your force.

Foot of Mt. Tarte

ENEMIES
1 Big Bear
6 Hanahana

DARK PORTAL ENEMY
Hanahana

BIG BEAR

SPECIAL ABILITIES
Bear Bash
Bear Cross

HANAHANA

SPECIAL ABILITIES
French Kiss
Flowercopter
Flower Crash

Try to kill at least the first two Hanahanas before the second rank, and the Big Bear, gets a chance to join them. The enemies try to overwhelm you, so put your strongest characters in the front; you may even be able to kill the second rank of Hanahanas during the enemy's turn through counterattacks if you're lucky. Otherwise, take this rank down next and then focus on the Big Bear. You should be able to take it down without drawing the third rank of Hanahanas, which means that you can kill them at your leisure.

Unreal Pass

ENEMIES

1 Big Bear

6 Hanahanas

DARK PORTAL ENEMY

Hanahana

BIG BEAR

SPECIAL ABILITIES
Bear Bash
Bear Cross

HANAHANA

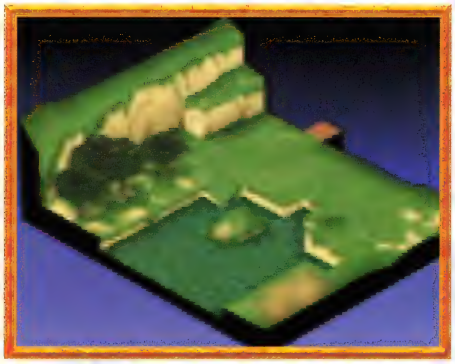
SPECIAL ABILITIES
French Kiss
Flowercopter
Flower Crash

Take out the two Hanahanas blocking the sides of the battlefield as quickly as possible. However, try and keep any flying units that you have (like Big Bats or Tiny Bats) in reserve; you need them later on to take on the Big Bear in the corner. Try to kill at least two enemies in the first round of combat. The fewer enemies remaining to attack the next round the better, and everything moves to attack you quickly.

The Big Bears are the real heavy hitters. Surround them with as much of your group as you can and bring them down. Use Special Attacks to keep the Big Bear from getting some free counters against you. Without support from the Hanahanas, which fall pretty quickly, the Big Bears can be defeated by using your stronger attacks from your more powerful characters.

RESERVES
Keep the bats and Hanahanas in your party in reserve for this battle, so treat them gently and don't let them get killed early on. Use them to go over and engage the Big Bear in the corner. When it moves, a treasure chest is revealed, but it won't move until one of your units gets close enough to draw its interest. At that point, pull it over to the edge of the river and use other ranged Special Abilities against the Big Bear.
360
16dm

Fountain of Mercy



ENEMIES
1 Fairy Fire
1 Big Bear
5 Hanahanas

DARK PORTAL ENEMY
Hanahana

FAIRY FIRE

SPECIAL ABILITIES
Elemental Spells

BIG BEAR

SPECIAL ABILITIES
Bear Bash
Bear Cross

HANAHANA

SPECIAL ABILITIES
French Kiss
Flowercopter
Flower Crash

Concentrate your attacks on the Hanahanas on the side of the stage. They can't stand up to your combined power and make easy prey for you. This leaves the Big Bear and Fairy Fire unsupported. All that's left to do is to surround and kill them.

Hillside of Mt. Tarte

ENEMIES
2 Fairy Fires
3 Big Bears
8 Hanahanas

DARK PORTAL ENEMY
Hanahana

FAIRY FIRE

SPECIAL ABILITIES
Elemental Spells

BIG BEAR

SPECIAL ABILITIES
Bear Bash
Bear Cross

HANAHANA

SPECIAL ABILITIES
French Kiss
Flowercopter
Flower Crash

Target the Big Bear in the lower corner. Kill it and then move around to destroy the line of Hanahanas. This should leave you with one Big Bear and the Fairy Fire waiting, and the Big Bear near the bridge may join (this is fine because it leaves the rest of the support near the bridge and you can kill it much easier without them). Consolidate your position on the ledge and then consider the enemies blocking the bridge area. Draw them out in small groups by moving just close enough to them that they are interested and then killing them as they approach, especially the Hanahanas. This allows you to use your group to the fullest without blocking the bridge.

Advancing slowly and drawing out the enemy also keeps you from killing all the monsters before the treasure chest is accessible. At least one monster portals in as you winnow through the bridge force, which keeps the stage from being completed. Hanahanas are not very tough; use that time to work your way over to the chest. The extra money you get from killing the new monsters won't hurt either!

Top of Mt. Tarte

ENEMIES
Gargoyle
2 Big Zombies
2 Fairy Fire
6 Hanahanas

DARK PORTAL ENEMY
Hanahana

GARGOYLE

SPECIAL ABILITIES
Demon Attack
Curse Roar

BIG ZOMBIE

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

FAIRY FIRE

SPECIAL ABILITIES
Elemental Spells

HANAHANA

SPECIAL ABILITIES
French Kiss
Flowercopter
Flower Crash

Kill as many Hanahanas as possible in the first turn because the Fairy Fires quickly move to back them up. Keeping your group in a tight formation allows your team to punish the enemies on their turn, butchering a few with counterattacks. The Big Zombies continue to protect the Gargoyle, so don't worry about them unless you move too close. Using this tactic, kill all the Hanahanas and Fairy Fires before moving on to the Big Zombie/Gargoyle cluster.

Destroy all of the Gargoyle's support and then surround him. With all of your people using their Special Attacks, he should take damage very quickly, and you won't have to worry about his counterattacks. The Gargoyle hits pretty hard, and he focuses on your weaker characters, so keep that in mind while you position them. Remember that both Croix and Culotte can attack at range; use this to your advantage. Keep using Special Attacks to finish it off.

Croix

Croix is a freelance Demon Hunter, pursuing and destroying demons for his own reasons. In terms of his chosen profession, Croix has been very successful, and he is a skilled and determined hunter. Although he has some connection to the Church of the Divine Mother, Croix doesn't hesitate to join La Pucelle, believing that the group's aims are more in keeping with his own.

Croix is mature and confident. He has made his own place in the world and can handle himself. He doesn't hesitate to place himself in dangerous situations for others, and he is willing to fight to make sure that other people are treated with respect and dignity.

Like Alouette, Croix's past is a mystery to him. He has no memory of his family, his homeland, or who he was. When he first encounters La Pucelle, he is immediately drawn to Prier, and he hopes that this provides some clue to his history.

SPECIAL ABILITIES	DESCRIPTION
Flaming Shot	Shoot a fiery bullet.
Icy Shot	Shoot an icy bullet.
Double Shot	Shoot both icy and fiery shots.
Machinegun	A flaming machinegun attack.
Lethal Weapon	Can destroy even a demon lord.
Sacrifice	Can wipe out even a demon overlord.

As a demon-hunting gunslinger, Croix focuses on dealing damage over long distances. Many of his Special Abilities use multiple shots in fast succession, which add up to inflict substantial damage against an enemy. With his cool and collected demeanor and his skills with guns, Croix is a danger to all who support the forces of darkness.

Princess Eclair

Eclair is the daughter of Queen Crepine and princess of Paprica. In the Kingdom, only women can inherit the throne, and Eclair is the acknowledged heir. This position has a great deal of responsibility. In this role, Eclair has to confront some religious concerns and protect her people from the dangers caused by the Dark World and Dark Energy.

Eclair has a great deal of anxiety about being Queen, because of all the duties associated with rulership. She isn't sure if she can handle all the problems and she lacks confidence in her abilities. She wants to accomplish great things for her land, but there is a part of her that is filled with doubt and fear.

Eclair turns to books to solve problems. Her education has been extensive and it is something she enjoys. She lacks experience, because of her sheltered and protected existence and is not comfortable with taking a position of leadership. She places her faith in other sources of knowledge. Deep inside, Eclair knows that she has to confront her own problems, and she hopes that by helping La Pucelle she can gain the confidence that she craves.

ECLAIR'S SPECIAL ABILITIES

SPECIAL ABILITIES	DESCRIPTION
Royal Blade	A royal sword technique.
Royal Thunder	A royal thunder sword attack.
Royal Lightning	A royal lightning sword attack.
Transform	Transform into Dark Eclair.
Light & Dark	A combined attack with Dark Eclair.
Cumulonimbus	A combined attack with Homard.
Lightning Rod	A combined attack with Prier.

DARK ECLAIR'S SPECIAL ABILITIES

SPECIAL ABILITIES	DESCRIPTION
Dark Sword	Attack them with the Aura Sword.
Omega Lance	Stab them with the Aura Sword.
Meteor Slash	Slash them with the Aura Sword.
Transform	Transform into Eclair.
Light & Dark	A combined attack with Eclair.
Cumulonimbus	A combined attack with Homard.
Lightning Rod	A combined attack with Prier.

Eclair's Special Attacks make the most of her lightning-quick reflexes, slashing and battering her enemies into submission. Although Eclair herself is a gentle sort, she does have a dark side that is far more hostile. Once she realizes her full potential, few will be able to stand against her power.

PRIER AND ALOUETTE

With the killer brought to justice, the company of La Pucelle has accomplished its mission. They have also gained a valuable new companion, the freelance demon hunter Croix. However, the information gained from the murderer has raised disturbing new questions as to the role played by the Church of the Divine Mother. What is this organization's goal? Why are they so involved with demons? And who is the Divine Mother?

Cresson Castle

Cresson Castle has been the seat of royalty for the Kingdom of Paprica for a long time. Queen Crepine and her daughter, Princess Eclair, care deeply for the needs of the people of Paprica and have been concerned about the Church of the Divine Mother for a while. With the rulers of the countryside well informed, hopefully that will limit the activities of Church of the Divine Mother.

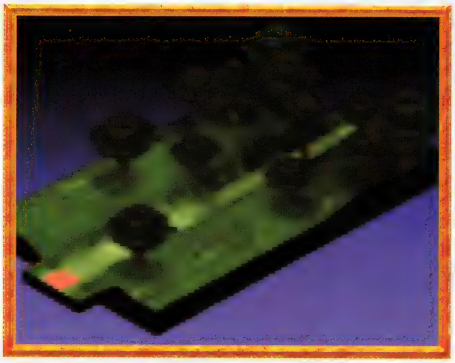
Pot au Feu City

A new problem has arisen upon La Pucelle's return to Pot au Feu city. People have been attacked in Meuniere Forest - by monsters! Because Father Salade believes that anyone in need should be helped, Prier and company are dispatched to solve this pressing problem.

Meuniere Forest

Meuniere Forest has always had a reputation as a place of dangerous monsters. With its dense greenery and thick overgrowth, it seems the perfect hiding place for an ambush by sinister animals. Rumors speak of a monster greater than all the others hidden within its depths: the Lord of Meuniere Forest.

Entry of Forest



ENEMIES
1 Mr. Moo
1 Gremlin
5 Mini Dragons

DARK PORTAL ENEMY
Mini Dragon

MR. MOO

SPECIAL ABILITIES
Hypno Yawn
Healing Yawn

GREMLIN

SPECIAL ABILITIES
Sleep Roar
Battlecry
Beast's Roar

MINI DRAGON

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

The enemies here are spread out. Kill the two Mini Dragons close to the base panel and then use ranged attacks to kill the Mini Dragon in the middle of the group. Take out the rest of the Mini Dragons during the next turn and move on to Mr. Moo. Because this is one of the toughest enemies in the stage, surround it and purify it until it wants to join you. Then, use Special Attacks to kill it and finish the conversion. This leaves the Gremlin at the top of the stage, which you can destroy at your leisure.

Forest of Tears

ENEMIES
2 Mr. Moo
7 Mini Dragons

DARK PORTAL ENEMY
Mini Dragon

MR. MOO

SPECIAL ABILITIES
Hypno Yawn
Healing Yawn

MINI DRAGON

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

This stage has a lot of territory to cover and a lot of space between enemies. Concentrate on the group of two Mini Dragons and one Mr. Moo in the right corner and try to take them all out in the first turn. The group to the left moves forward to attack you, but your characters are able to support each other at that point and make it hurt when they approach you. Once they have engaged, use powerful abilities against the Mr. Moo and mop up any Mini Dragons nearby.

THE ESSENCE OF THE MATTER

As the event square reveals, not all monsters are evil. In this case, it seems as though a human was the aggressor. Someone has injured a harmless little mushroom monster, an Eringa, and stolen something valuable. Who would do such a thing to an innocent creature, and where is the stolen item? Things may become clearer as you move through the forest.

Forest of Tribunal

ENEMIES
4 Mr. Moo
1 Gremlin
4 Mini Dragons

DARK PORTAL ENEMY
Mini Dragon

MR. MOO

SPECIAL ABILITIES
Hypno Yawn
Healing Yawn

MINI DRAGON

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

GREMLIN

SPECIAL ABILITIES
Sleep Roar
Battlecry
Beast's Roar

Kill as many Mini Dragons as possible during the first turn, with an eye toward clearing out the monsters not near the bridge. You want to able to clear out any creatures on your flank before the three Mr. Moos get into range. Once they are dead, kill off the Mr. Moos with a mixture of area of effect spells (to soften them up) and Special Attacks. After that, note that the Gremlin at the top of the stage won't move forward to attack you until you get close. This gives you an opportunity to consolidate your characters and advance as a group. Because the Gremlin has such a high defense, use Special Attacks and high-damage attacks to destroy this boxed foe.

KITTY CONFUSION

As the event square shows, Meuniere Forest is definitely home to a number of strange creatures. It is also a place easy to get lost in. Who knows what you might run into wandering around these dense trees?

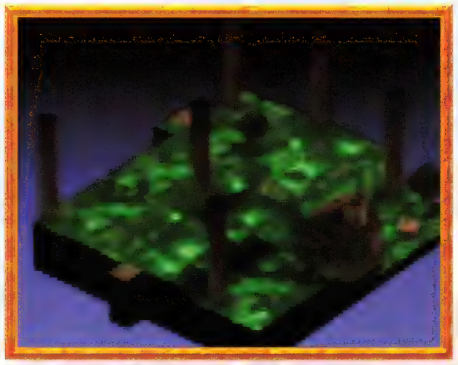
ESSENCE OF MUSHROOM

Within an event square, you find the item stolen from the Eringa. With this in hand, you can return it to the monster. As a Sister of the Church of the Holy Maiden, Alouette would say that doing a good deed is its own reward, but who knows what things of value could be gained by being so nice to a monster?

HUNTING FOR THE ANSWERS

Prier and Alouette have a difference of opinion on how to proceed. The Church of the Holy Maiden is supposed to help those in need, not go looking for trouble. It doesn't help that the people who supposedly needed help lied about their role in the whole event. To discover the truth, La Pucelle must return to Pot au Feu City to confront the deceivers.

Barsom's Home



ENEMIES
6 Mr. Moo
1 Gremlin
2 Mini Dragons

DARK PORTAL ENEMY
Mini Dragon

MR. MOO

SPECIAL ABILITIES
Hypno Yawn
Healing Yawn

MINI DRAGON

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

GREMLIN

SPECIAL ABILITIES
Sleep Roar
Battlecry
Beast's Roar

Attack many of the Mr. Moos on the lower right-hand corner. Use abilities like Prier's Coup de Grace and Croix's Special Shot, to kill as many of the monsters as possible. Use ranged abilities to your advantage and put the characters that can use them in the back of your formation; high-HP characters and ones that directly engage enemies should remain in the front.

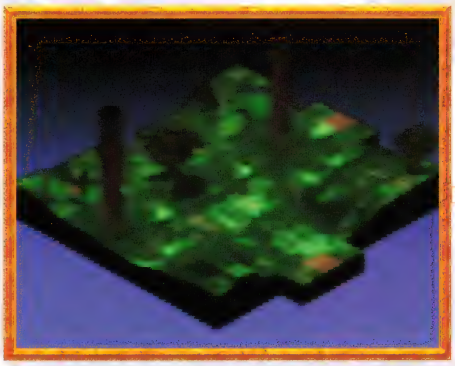
All of the Mr. Moos (and the Gremlin as well) attack you during their turn, and they have nasty Sleep abilities. It is very important that you decimate their numbers as quickly as possible, so don't spread your damage out. Concentrate all abilities on one target until the enemy is dead. When possible, try and soften them with multi-enemy spells and abilities and then bring in the direct attacks.

After the initial assault has been dealt with, move forward and attack the Mini Dragons. After what you took on in the front, these enemies are a piece of cake.

THE LAST HAIR

The event square reveals a man in a sad state. He's lost something very important to him. Unfortunately, there is nothing that you can do for him now, so La Pucelle moves on to deal with more pressing problems.

Forest of Never Return



ENEMIES
4 Mr. Moo
1 Gremlin
4 Mini Dragons

DARK PORTAL ENEMY
Mini Dragon

MR. MOO

SPECIAL ABILITIES
Hypno Yawn
Healing Yawn

MINI DRAGON

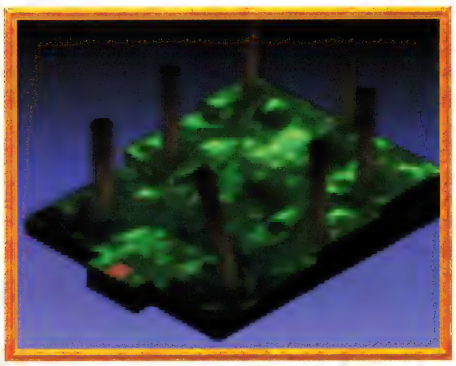
SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

GREMLIN

SPECIAL ABILITIES
Sleep Roar
Battlecry
Beast's Roar

This is a stage where Special Attacks are crucial if you are to keep the enemies from supporting each other. Use abilities that hit multiple enemies (like Alouette's Rain of Fire and spells) and then put your heavy hitters in front for their direct attacks. Because all your characters should be concentrated in a dense formation, they can back each other up during the enemy's turn. In addition, the enemies separate into smaller groups if you're able to break their formation, and that means that destroying the rest of the group is much easier.

Sanctuary of Beast



ENEMIES
Gargoyle
3 Mr. Moos
2 Gremlins
4 Mini Dragons

DARK PORTAL ENEMY
Mini Dragon

GARGOYLE

SPECIAL ABILITIES
Demon Attack
Curse Roar

MR. MOO

SPECIAL ABILITIES
Hypno Yawn
Healing Yawn

GREMLIN

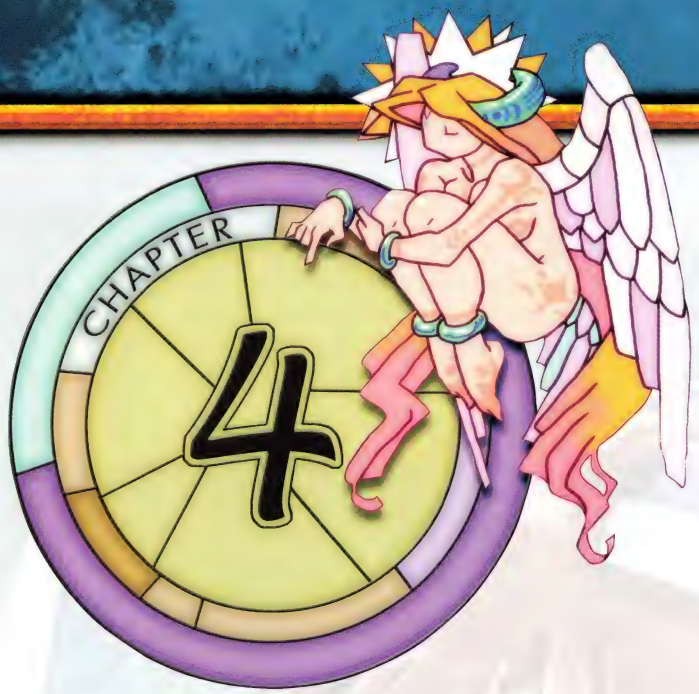
SPECIAL ABILITIES
Sleep Roar
Battlecry
Beast's Roar

MINI DRAGON

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

You should be able to take out the first rank of Mini Dragons without too many problems. Because you are attacking most of them, your group should already be clumped together in a defensive position as the enemies move forward to attack you.

Take out any support monsters that the Gargoyle brings into your midst. This should leave some of your strongest characters in front against him. After that, pound into the Gargoyle at range using Special Attacks like Croix's Flaming Shot and Icy Shot, Culotte's Kitchen Sink, and Alouette's Rain of Fire. Remember that the fight ends once the Gargoyle is killed, so use your strongest abilities. If he rushes forward without support, your fight becomes easier; if not, Special Attacks keep enemy support from being an issue.



A GIGANTIC PROBLEM

After all the events in the forest, it's obvious that no one in the group is perfect. But has Culotte made a mistake when he sees a gigantic monster outside his window at night? There may be a monster like no other roaming the lands around Pot au Feu City, and no one is safe unless La Pucelle can stop its rampage.

Mayonnaise Harbor

Mayonnaise Harbor is normally a busy and bustling port of call for ships all over the world. Because the harbor handles most of the imports and exports of the Kingdom of Paprica, it's crucial to the economic prosperity of the land. With its warehouses and storefronts, a great many precious materials are stored and distributed to people and businesses, and one can find all sorts of rare and special materials here. Therefore, anything that threatens this area could have dire consequences for many citizens and the kingdom itself.

Mayonnaise Harbor

ENEMIES
Monster
2 Gremlins
2 Siren
1 Gunchan
5 Mini Dragons

MONSTER

SPECIAL ABILITIES
Monster Tear

GREMLIN

SPECIAL ABILITIES
Sleep Roar
Battlecry
Beast's Roar

SIREN

SPECIAL ABILITIES
Siren Song
Break Shot

GUNCHAN

SPECIAL ABILITIES
Bubbles
Blow Hole

MINI DRAGON

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

Make sure that you have at least one character equipped with some very good shoes. Shoes add to your movement, and to keep your party out of the range of the Monster and get those nice treasure chests, you want to be able to move quickly and far. Put at least three pairs of shoes on either Prier or Croix AND on several strong flying units; use them as quick advancers to get the treasure chests and draw the Monster into the grassy area at the top.

The rest of your party should remain very defensive (with several sets of armor) so that they can take the hits. As a decoy, put a low-HP character with armor in the middle of them in formation to lure enemies into that part of your party. Partner this slow defensive unit with a healer and "drag" the Monster forward. The Monster always attacks this weak unit, but it will always have just enough hit points to survive. Have the healer heal the weak unit, and the cycle can continue until you get the Monster to where it should be.

You want to get those Gremlins out of the way quickly, because the Mini Dragons attack the first chance they get. In addition, you want an opening to get your group through. Use your strong characters to kill the Gremlins and then send through your advancers. The enemies should pay more attention to that group than your advancers.

Once you reach the top of the stage, send several quick flying units to scoop up the treasure chests. They will die in one hit, but the Gunchans have to move off the treasure chests to get a nice attack against them. If you can get a few flying characters over there, it won't matter if they die or not. You'll get the treasure, and they'll be fine the moment you get to the World Map.

DOING THE MONSTER MASH

Monster has a rare piece of equipment called Angel Shoes (MV +3, DEF 80, SPD 200, and SPD Up +3) if you can defeat it. To do this, level build, level build, and level build some more. Take advantage of the Dark World if you can to get an edge on equipment as well. Finally, note that Monster's attributes and skills change every time you enter the stage. Try to find a version of Monster that has relatively few HP and skills. When it comes to fighting the beast, treat it the same way you would a Boss: surround it and keep using Special Attacks until you defeat it. Note that the stage ends when the Monster is defeated, so if you want the treasure chests try to time the conflicts appropriately.

Defending the Monster

ENEMIES
Monster
Homard
6 Escargot Crew

DARK PORTAL ENEMY
Mini Dragon

MONSTER

SPECIAL ABILITIES
Monster Tear

HOMARD

SPECIAL ABILITIES
Thunder Blade
Shadow Dash
King Slash

ESCARGOT CREW

SPECIAL ABILITIES
Tail!
Butt!
Claw!

MINI DRAGON

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

Your mission in this stage is to protect the Monster, which, fortunately, is blessed with abundant HP. You must defeat all the members of the Escargot Crew, including Homard. Of them, Homard (especially) and Yattanya are the strongest foes. The Escargot Crew tends to move in formation, but they also focus their attention on the Monster, so you can take advantage of them by attacking from the back (or just use Special Attacks if you have any leftover SP).

Captain Homard

Homard is the captain of the flying pirate ship Escargot and guides his crew with a firm hand and adventurous spirit. He left his homeland long ago to seek out new lands and challenges and has embraced the life of a noble swashbuckler, using his talents to hunt demons and protect others.

Homard believes in the ideals of a gentleman: treating people (especially ladies) with respect, caring for the less fortunate, and upholding one's own dignity and honor. He does not hesitate to fight, but feels that it should be done for the right reasons. It is this sense of duty that draws him to the members of La Pucelle.

Homard's character hints that he is something more than a simple air pirate and the events surrounding his decision to leave his homeland are a mystery. However, one thing is clear: Homard is a man dedicated to good and honorable causes. This makes him a valuable and trusted ally of Prier and her friends.

SPECIAL ABILITIES	DESCRIPTION
Thunder Blade	Get medieval on them with the power of thunder.
Shadow Dash	Cut a swath through everyone in the target area.
King Slash	An ancient king's sword technique.
Demon Blade	Use the demons' power against them.
Broken Arrow	Release your sword's fighting spirit.
Burning Soul	Use all SP & HP in this final desperate attack.
Burning Man	A combination attack with Yattanya.
Fairy Break	A combination attack with Papillon.

Homard believes in firm standards of chivalry and bravery and has no trouble with direct, physical confrontations against an enemy. What Homard lacks in tactical subtlety, he more than makes up for in damage, using powerful slashes of his sword against his foes. It's obvious that Homard has spent a great deal of time honing his swordsmanship as he strives to become a warrior capable of destroying demons all on his own.

Yattanya and the Chocolat Gang

The first mate of the Escargot, Yattanya was once a roaming bandit. Those days came to an end when he encountered Captain Homard, who defeated him in a fierce battle. Completely won over by Homard's skill, Yattanya joined the crew of the Escargot and has never since wavered in his loyalty to Homard.

Yattanya helps oversee the activities of the crew, called the Chocolat Gang. These kitty cats work tirelessly to keep the Escargot in tip-top shape. Wherever Homard goes, this gang is sure to follow.

YATTANYA'S SPECIAL ABILITIES

SPECIAL ABILITIES	DESCRIPTION
Giant Paw	Hit them with a giant cat paw!
Long Paw	Attack them with a long cat paw!
Burning Paw	Attack them with a burning paw!
Meteor Paw	Call down meteors with your paw!

CHOCOLAT GANG SPECIAL ABILITIES

SPECIAL ABILITIES	DESCRIPTION
Tail!	A terrible tail attack!
Butt!	A brutal butt attack!
Claw!	A cruel claw attack!
Chocolat	Attack with the Chocolat Gang!
Mini Chocolat	Divide into mini-Chocolats & attack!

Brave and self-sacrificing, Yattanya and the Chocolat Gang do anything to aid Homard in his battle to save the world from evil. With such a loyal crew, it is no wonder that the Escargot has a reputation of bravery and dedication.

THE ENEMY OF MY ENEMY...

Even though you must protect the Monster on this stage, if you get close enough, the Monster still attacks your group. Some creatures never know who is on their side. With that in mind, try to keep the Escargot Crew between your team and the Monster.

Pot au Feu City

There is obviously something strange about this Monster. Not only is it enormous, but it also seems to speak. Once the conflict between the Escargot Crew and the Monster was resolved, it turned into a ball of light. What does this mean? La Pucelle returns to Pot au Feu City, in the direction of the ball of light, to try and solve the puzzle of the Monster.

Eringa Valley

The home of peaceful mushroom monsters, Eringa Valley is a calm and open place. Here, you can find happy creatures, a shop, and maybe a place to get Kinoko Jiru. With some help, a little luck, and some substantial savings, you may be able to convince some helpful, and empathic, monsters to aid you in your quest to save Rocini.

THE PRICE OF HEALTH

It costs a lot of money to buy the Kinoko Jiru. But if you want to pay for it, the best way to get that much cash is to build up your supply through Purification Bonuses on stages that you've already completed. Devil's Stomach is the best location in which to do this, especially the Kashim of the Dead stage. The monsters there are no threat, and many of the stages have large areas with many Dark Portals over a large territory. Use these factors to create large elemental circles, with all the Dark Portals feeding energy into them. This creates a Miracle Attack that gets you a large Purification Bonus. Getting the extra pluses to your equipment is an added, but appreciated, perk as well!

Mt. Champignon

Mt. Champignon is the towering abode of mushroom monsters: the Eringa. The only way to get to the top of the mountain is by flying there, and there are few methods of doing that! However, it is also one of the few places to obtain Kinoko Jiru, a magical medicine, made by some of the monsters that inhabit the area. Still, La Pucelle must find this medication if they are to save the life of a boy with the power of creating a Monster.

Every Mushroom

ENEMIES
1 Dragonshroom
1 Ghost
5 Eringer

DARK PORTAL ENEMY
Eringer

DRAGONSHROOM

SPECIAL ABILITIES
Shroom Breath

GHOST

SPECIAL ABILITIES
Elemental Spells

ERINGER

SPECIAL ABILITIES
Spores
Piston
Shroomania
Shroominator

Kill any Eringer that are close to you as you enter the stage. The fewer enemies that can attack, the less damage your group takes later. The Ghost has a good amount of range and adds to the battle from a distance. Continue killing the Eringers and move on to the Ghost, but let the Dragonshroom wait up top until you have destroyed everything at the bottom.

You can run past the Dragonshroom at any time and exit the stage, but it's good form to kill such a dangerous monster. Not only that, but it is sitting on a treasure chest! Treat the Dragonshroom like any nasty Boss creature and surround it. Special Attacks are your keys to victory yet again; hit it hard until the Dragonshroom folds.

Mushroom Festival

ENEMIES
2 Dragonshrooms
2 Ghosts
5 Eringers

DARK PORTAL ENEMY
Eringer

DRAGONSHROOM

SPECIAL ABILITIES
Shroom Breath

GHOST

SPECIAL ABILITIES
Elemental Spells

ERINGER

SPECIAL ABILITIES
Spores
Piston
Shroomania
Shroominator

The Eringers out front are fairly spread out, but enough of them should be within range enough in your first turn to limit their numbers substantially. Kill the ones you can, making sure your characters are in a good defensive formation. The Ghosts and the top Dragonshroom are very interested in your team during their turn, so having that formation is crucial to the protection of your group.

During your next turn, continue thinning the ranks of the Eringers and Ghosts. Once there are few supporting enemies, pile on the Dragonshrooms with Special Attacks. As before, they should not be able to withstand your onslaught, and you should be able to retrieve any treasure chests and then move on to the next stage.

Mushrooms Galore

ENEMIES
Gargoyle
2 Apparitions
3 Eringars

DARK PORTAL ENEMY
Eringar

GARGOYLE

SPECIAL ABILITIES
Demon Attack
Curse Roar

APPARITION

SPECIAL ABILITIES
Elemental Spells

ERINGAR

SPECIAL ABILITIES
Spores
Piston
Shroomania
Shroominator

The knot of Eringars and Apparitions at the foot of the hill has got to go. Concentrate all of your attacks on that group to kill them before the Gargoyle can get close. Because there is little maneuvering room, your group ends up being bunched close together. Make sure that characters with direct attacks can hit the enemy and then move on to ranged attacks to finish out the rest.

If everyone is close together at the foot of the hill, the Gargoyle won't approach. Kill all of the Eringers and Apparitions and then concentrate every Special Attack on the Gargoyle (while you are up there, take this chance to grab the treasure chest as well). The Boss demon can't handle such a unified force of attacks and soon crumples under your assault.

A RING OF MUSHROOMS

The Mushroom Ring is a sign of the esteem in which you are held by the Eringers of Mt. Champignon. With it, you can return at any time to the mushroom mountain. There is a division of the Rosenqueen shop there, and you might just be able to convince one of the monster inhabitants to join your cause...

Pot au Feu City

Medicine in hand, La Pucelle returns to the Infirmary. Hopefully, it is enough to cure little Rocini. Once this is done, a little boy will once again be able to live a fulfilling and happy life, and the rest of the town will be able to rest safely in their beds at night.

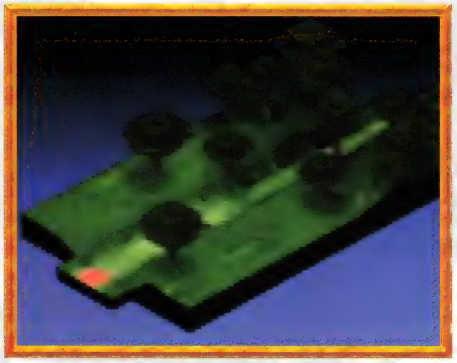
A HAIRY SITUATION

Strange things have been happening in Meuniere Forest. The bizarre occurrences first began appearing about five days ago. Father Salade isn't sure whether they are monsters or demons, but he does know a job for La Pucelle when he sees it. Prier and company are sent to investigate the matter and discover what they can back in the woodlands. If they are not successful, the Dark Energies rising there may bring forth something far worse.

Meuniere Forest

Meuniere Forest has now been infested with some small furry creatures. They wander between the trees, entangle themselves in the thickets, and meander through the streams at will. According to Alouette, they radiate an intense spiritual energy; they are definitely not natural creatures. These fuzzy things, harmless though they might appear at first, must be removed from the wilderness before they disrupt the natural balance.

Entry of Forest



ENEMIES
10 Fluffies

DARK PORTAL ENEMY
Fluffy

FLUFFY

SPECIAL ABILITIES
Static
Beard Dance
Hair God

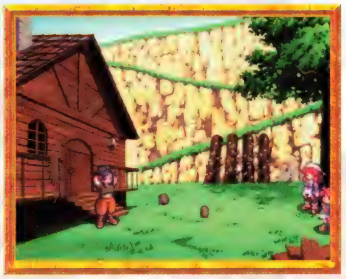
Take out the first two Fluffies nearest the base panel and arrange your group in a defensive formation. The Fluffies as a whole are not as deadly as some other monsters, but that doesn't mean that you should disregard them. Their most fearsome ability is to turn your people into Fluffies as well. They can do this at fair range, but it shouldn't affect your performance as long as your characters are well equipped. However, when they are Fluffies, Prier, Culotte, Alouette, and Croix cannot use their full lineup of Special Attacks, so make sure that their equipment is centered on heavy attack power or spells.

SHOULD YOU STAY OR SHOULD YOU GO NOW?

You have the choice of whether you leave the forest to return to Pot au Feu City or investigate further in the forest. Both of them have merit, but you should tell people in town what you know and then return to the woods. When you revisit the city, you meet a woman named Suzanne. She has problems of her own, but she wants you to clear the forest of the hairy demons. With her in mind, you then go back to Meuniere Forest.

Barsom's Home

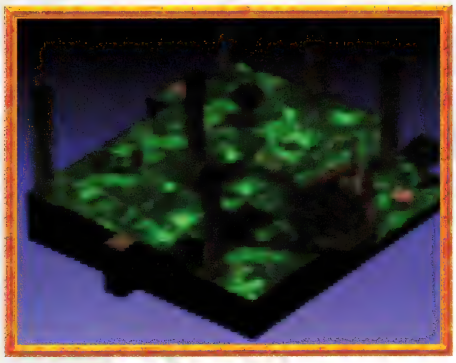
Barsom the woodsman has had problems with his hair for a long time. But someone has been paying attention to his need and helped him with the matter. Now, Barsom has a full head of hair and a lovely (if shallow) girlfriend. His life is now far happier than it has ever been. What could possibly be wrong with that? It is up to La Pucelle to tell him that sometimes things are too good to be true.



A HAIR'S BREATHE

Being that Barsom's and Suzanne's attitudes are the root of the problem, it seems as though Prier and friends must convince them to change their behavior. La Pucelle returns to Pot au Feu City to talk to Suzanne, who can hopefully talk to Barsom about his hair. One thing is certain though: there must be some other way than force to cure the forest of its fuzzy problems.

Unfortunately, Suzanne is more of a hindrance than she is helpful. She refuses to change any of her ways of thinking, and plans to make things far worse. There is nothing else left to do but tell Barsom more bad news, and so a return to Meuniere Forest is in order. Once there, La Pucelle learns that they are not alone in caring about Barsom's situation, and they must protect all concerned from themselves and something far worse.



ENEMIES
Belial
9 Fluffies

DARK PORTAL ENEMY
Fluffy

BELIAL
SPECIAL ABILITIES
Noble Attack

FLUFFY
SPECIAL ABILITIES
Static
Beard Dance
Hair God

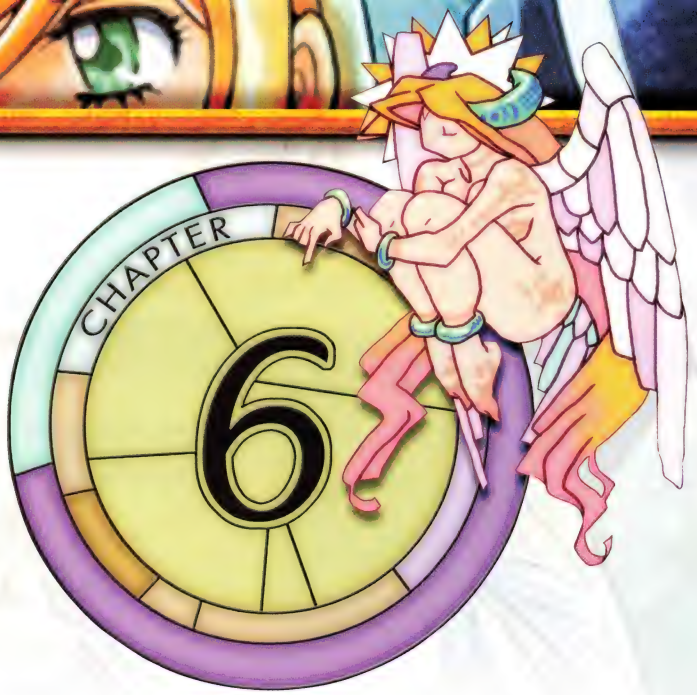
Although the position of the Fluffies is random every time you enter the stage, Belial's place remains the same. Take out any Fluffies that are near you in the initial turn and pack your characters tightly together. The Fluffies concentrate more on Barsom and Suzanne, so most of them should leave your group alone.

Belial is a different matter, though. If you get close to him, he'll come for your weakest party members. Move your party in an organized, supportive front. Use Special Attacks against him and have your characters back each other up on defense. Once he's in the midst of your party, wipe him out with the force you have available.

UNCROSSING STARS

As a member of the church, you should protect Barsom and Suzanne from Belial and the Fluffies. Fortunately, you do have control over the lovers' movement, and you can put them in a safe position while you deal with the enemies. In addition, you have the ability to equip them with a couple good sets of shoes and some nice defensive armor to keep them alive.

Try to keep killing Fluffies as you move Suzanne and Barsom toward your party as quickly as possible. Make sure that they at least support each other; Barsom can attack but Suzanne is defenseless. The Fluffies are approaching the lovers just as the pair is moving toward your team. This puts the enemies in range of your party. If your characters stay between Belial and those you must protect, you can keep Belial from adding to the fray while the Fluffies are destroyed.



THE JOURNEY BEGINS

Alouette may have received a vision of the Goddess. It was foggy and indistinct, and she didn't receive the entire message, but the Goddess had specific instructions for her Sister. Under Father Salade's guidance, La Pucelle begins their journey. The first matter of business: move on to Cresson Castle to the Royal Library to find out all that they can about the Maiden of Light, the Dark Prince, and a place called Fatima.

Cresson Castle

Unfortunately, being able to research these matters is not as easy as it first appears. The Royal Library is only open to members of the royal family, and Queen Crepine won't even make an exception for members of the Church of the Holy Maiden. The idea that the problems of the land might bring forth the Dark Prince has everyone, including the Queen, concerned, but people in the palace have their own shadowy figure roaming the castle at night: the Dark Knight. Maybe La Pucelle can at least help with that problem; if they do so, perhaps the Queen will relent somewhat.

Castle Garden

It is a dark and shadowy night as the team of La Pucelle waits for the Dark Knight. The sounds of animals in the Castle Garden provide a welcome note of normalcy at a time when the supernatural seems to hold sway. Hiding under the cover of some of the castle's plants, Prier and her friends search for any sign that the ghostly prowler is near. Only when they defeat the Dark Knight can they hope to gain the answers they seek.

Castle Garden

ENEMIES
Dark Knight
5 Fairy Fires
4 Will-o-Wisps

DARK ECLAIR

SPECIAL ABILITIES
Dark Sword
Omega Lance
Meteor Slash

FAIRY FIRE

SPECIAL ABILITIES
Elemental Spells

WILL-O-WISP

SPECIAL ABILITIES
Elemental Spells

All of your enemies are set up for a very nice Miracle Attack from the very beginning, so take advantage of their positioning and purify the Dark Portal to trigger the Miracle Attack. Take out as many enemies as possible in this first round because there are a lot of them and they are fairly spread out. In addition, your forces need to be dispersed as well, so that you don't have to worry about the ranged elemental spells of the Fairy Fires and Will-o-Wisps. The Miracle Attack should leave many enemies very wounded, and the physical Special Attacks that you throw at them add to the damage.

Use your shoes to get close to multiple enemies simultaneously. You are able to re-equip and rearrange your equipment as much as you like before engaging an enemy; after you choose to fight or use a Special Attack, however, your equipment is "locked" in. Therefore, it's best if you go to the Item menu, equip four pairs of shoes, move into position, and then re-equip all your weapons and armor. With that done, choose your attack or Special Attack, having crossed large amounts of distance and still retaining all your offensive and defensive capabilities.

The Fairy Fires on the ledge above the Dark Knight won't move until you come into their spell range, so kill all the enemies on the floor level first. Then, move close to the area to draw out the Fairy Fires. When they are dead, move on to the Dark Knight. Surround her and barrage her with as many Special Attacks as you can to defeat her; once she is gone, the stage is ended.

Eclair's Heart

Defeating the Dark Knight reveals a terrible secret. If La Pucelle is to save Eclair, they will need a miracle. But that is just what they get: a chance to heal the princess of the Kingdom of Paprica. Prier, Alouette, and their friends must travel through the mind of a young girl. If they do not succeed in ridding her of her personal darkness, worse things than the Dark Knight may wander the halls of Cresson Castle.

Closed Heart

ENEMIES
5 Giant Zombies

DARK PORTAL ENEMY
Giant Zombie

GIANT ZOMBIE

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

Compared with what you have been fighting, the Giant Zombies are no problem. This is a very small stage and you can use your group in a close formation once again. Clump your characters together and pound into the enemies, and the monsters fold like an old pack of zombie cards.

CROSSROADS

You have the option of going to four different places in Eclair's heart. It's up to you which ones are chosen, but as a kind and tender person, thoroughness benefits Eclair the most. It's possible to go right to the source of her trouble, but if you want Eclair to be happy and well balanced, go to all of the areas of her psyche.

WHAT GROWS IN THE GARDEN?

Inside the Castle Garden, there is a cat and, not surprising considering where you are, a representative of the Dark World. The cat gives you access to the Rosenqueen Shop, which you can use to buy equipment. Because this garden is an oasis of safety in an otherwise troubled mind, traveling through it is like going to the World Map in terms of healing and recuperating your characters (it restores unconsciousness, HP, SP, etc.).

Resigned Heart

ENEMIES
1 Salamander
4 Giant Zombies

DARK PORTAL ENEMY
Giant Zombie

SALAMANDER

SPECIAL ABILITIES
Elemental Spells

GIANT ZOMBIE

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

Once again, you have a small stage with enemies that you can easily get to. Put your people out in formation and use your support and simultaneous attacks. The Salamander does have magic, but it can't stand up to the physical attacks, and the Giant Zombies are weak compared with your people. Remember, also, that attacking from the side and back are preferable to the front, and you have all the positioning you need to wipe up these bad guys.

Fleeing Heart

ENEMIES
1 Salamander
4 Giant Zombies

DARK PORTAL ENEMY
Giant Zombie

SALAMANDER

SPECIAL ABILITIES
Elemental Spells

GIANT ZOMBIE

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

With this cozy stage and enemies within easy reach, this is another opportunity to get out there in formation and kick some enemies hard! They are to be mowed down like sheaves of wheat before your mighty onslaught, and your group is easily able to restore this part of Eclair's heart.

Lying Heart

ENEMIES
1 Sir Zombie
2 Salamanders
5 Giant Zombies

DARK PORTAL ENEMY
Giant Zombie

SIR ZOMBIE

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

GIANT ZOMBIE

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

SALAMANDER

SPECIAL ABILITIES
Elemental Spells

Use your ability to equip shoes and move (and then put on your normal equipment) to get the back rank and take out the Salamanders early. Otherwise, the Salamanders cast multi-person-hitting spells against your characters. Once the Salamanders have been killed using physical Special Attacks, put your group into a solid front against the Giant Zombies and Sir Zombies. If you still have an opportunity in the first turn, take out some of the Giant Zombies for the sake of maneuverability and to solidify your position. The zombies should injure themselves a great deal on their turn through your counterattacks; the next time you're up, continue the barrage until they are all dead. Again.

True Heart

ENEMIES
Dark Eclair
1 Sir Zombie
2 Salamanders
4 Giant Zombies

DARK PORTAL ENEMY
Giant Zombie

DARK ECLAIR

SPECIAL ABILITIES
Dark Sword
Omega Lance
Meteor Slash

SALAMANDER

SPECIAL ABILITIES
Elemental Spells

SIR ZOMBIE

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

GIANT ZOMBIE

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

This time, the Boss does not have the advantage of territory, and her magic support is minimal. Take out those Salamanders so that you can make a good organized group. With the use of physical Special Attacks, the Salamanders won't be able to defend themselves. For good measure, remove the Sir Zombies and get right to the Dark Princess and take the fight to her. Once she is defeated, the fight ends, but in the meantime she won't have any support and your group can break through her ranks.

Continue eroding the Dark Princess' legions by killing all of the Giant Zombies. Without help, she doesn't have a chance against your Special Attacks. Separate her, surround her, and then crush her with Special Attacks until she is defeated.

Royal Library

Eclair is safely returned to her normal state once again, but many questions are still unanswered. Is the darkness still inside of her waiting to return? How should Prier and her friends react to her? Will she ever come to accept her role as a future Queen? Although time will tell regarding the princess' problems, other pressing concerns must be resolved, and the Royal Library may hold the key.

Hidden Library

ENEMIES
1 Halloween
9 Jacko Lanterns

DARK PORTAL ENEMY
Jacko Lantern

HALLOWEEN	
SPECIAL ABILITIES	
Phantasm	
Laser	

JACKO LANTERN	
SPECIAL ABILITIES	
Phantasm	
Laser	

Separate your characters into two groups and take out the flanking Jacko Lanterns on either side of the stage. If you can, also try to get the two standing on top of the shelves. This still leaves your characters in small clumps that support each other when the enemies' turn arrives.

The enemies scatter a bit on their turn, but you can still hurt them with counterattacks. On your next engagement, finish them off and pound them into pumpkin pulp.

Maze of Books

ENEMIES
1 Pumpkin King
1 Pumpkin Head
2 Halloween
9 Jacko Lanterns

DARK PORTAL ENEMY
Pumpkin Head

PUMPKIN KING	
SPECIAL ABILITIES	
Phantasm	
Laser	

HALLOWEEN	
SPECIAL ABILITIES	
Phantasm	
Laser	

PUMPKIN HEAD	
SPECIAL ABILITIES	
Phantasm	
Laser	

JACKO LANTERN	
SPECIAL ABILITIES	
Phantasm	
Laser	

There are three Jacko Lanterns blocking your path that must be destroyed if you are to move forward. Plow through them and continue down the stairs. As you move forward, the Pumpkin Head and Pumpkin King try to hit you with spells, so use your shoe-equip-move-equip again technique to take the fight to the pumpkin monsters downstairs as soon possible.

Take out the Pumpkin King and Halloweens. Once you kill them with physical Special Attacks, bunch your people together to face the Pumpkin Heads and Jacko Lanterns. Those fall to your supportive formation on their turn and later to your attacks on your turn.

Hermes' Room

The hidden passageways of the Royal library have led you to a strange room. Tuck away from the rest of the bookshelves, this secret refuge deep within the walls has many strange tomes and odd decor. Dust and the odors of musty pages are all around. Leather-bound novels are strewn about with a strange-looking creature guarding them. What knowledge was so valuable that it was buried in such a dangerous and secretive manner?

Mt. Tarte

It seems that no one is willing to give Prier a break! The Mediator of the Library only helps if he receives a gemstone, but no one in the group has any jewels of any kind. The only thing that the Mediator does say is that there are gemstones on Mt. Tarte. So, La Pucelle must return to the mountain to search for some nice, valuable gems. Of course, it is also possible that Prier will find something unexpected; certainly nothing so far has gone the way that anyone thought it would be.

Hermes' Room

It's back to the Mediator with the gemstone that he requested. He divulges some limited information about the mysterious city but is unwilling to surrender everything he knows of the past. More importantly, though, La Pucelle has gained other valuable allies, which are worth far more than jewels. Together, they vow to find Fatima and discover all of what the future has to offer!

NOW DEPARTING PAPRICA
The end of Chapter Six marks a time where the party departs from the Kingdom of Paprica. Because of this, they no longer have access to completed stages on the World Map (for a time). If you wish to use those stages for level, money, or equipment building, keep this in mind.

A DANCE IN THE SKY

A peaceful evening aboard the airship Escargot is not what Croix has experienced. His dreams were haunted by a deep voice ordering him to remember his past. This is not the first time Croix has had this dream, but he always wakes with a sense of fear and dread. It seems that Croix has carried this sense of foreboding through the day, and there are dark clouds on the horizon. These ominous clouds are Death Clouds, and there is nothing good in store for any that approach them.

The Escargot

Evil has invaded the airship itself! Prier and company must move throughout the ship, driving out the demons. If they are not successful, the ship will crash. The fate of everyone on board rests upon La Pucelle's ability to fight the demons and the flying skills of a cat crew.

First Passage

ENEMIES
1 Redcap
5 Chuchus

DARK PORTAL ENEMY
Chuchu

REDCAP

SPECIAL ABILITIES
Sleep Roar
Battlecry
Beast's Roar

CHUCHU

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

All of the enemies except for the Redcap are within striking distance of your group. The Chuchus cannot withstand any concentrated attacks, and they fall easily to your team. Use some of your ranged abilities to hit the Chuchus farther back, next to the Redcap, and kill the others in the front. Once all the creatures are dead, surround the Redcap and bring him down.

SWABBING THE DECKS

There are several different stages that you can choose in the Escargot. It is your choice as to how many, and which ones, you want to defeat. However, remember that you want to defeat the demons within the ship, so if you want to get all of them you have to be thorough and do all the stages.

BRIDGING THE GAP

Restore your group between battles by returning to the Bridge of the Escargot. This replenishes your group's HP and SP and brings them back from unconsciousness. There is also a branch of the Rosenqueen Shop there, as well as an unexpected visitor, the Dark World representative.

Storehouse of Food

ENEMIES
2 Redcaps
4 Chuchus

DARK PORTAL ENEMY
Chuchu

REDCAP

SPECIAL ABILITIES
Sleep Roar
Battlecry
Beast's Roar

CHUCHU

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

Kill all the Chuchus in the opening turn with some Special Attacks. You should also be able to reach at least one of the Redcaps through some of your ranged abilities. With the Chuchus dead, surround the Redcaps and bring them down with any support, simultaneous, or Special Attacks at your command.

Refrectory

ENEMIES
1 Redcap
6 Chuchus

DARK PORTAL ENEMY
Chuchu

REDCAP

SPECIAL ABILITIES
Sleep Roar
Battlecry
Beast's Roar

CHUCHU

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

This meal won't be a quiet one for the bad guys! Take out the closest Chuchus first, then use some of your range-focused characters to kill the Chuchus that are farther back. This should leave your group in a tight formation near the base panel, surrounded by defeated enemies. Once again, surround the Redcap and make sure it pays for lunch.

Second Passage

ENEMIES
6 Chuchus

DARK PORTAL ENEMY
Chuchu

CHUCHU

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

These Chuchus have every reason to fear you. You eat bats for breakfast. Use some quick Special Attacks on them, with your ranged characters adding some multi-enemy fire, and move on.

Storehouse of Weapons

ENEMIES
1 Basketcase
4 Redcap
4 Chuchus

DARK PORTAL ENEMY
Chuchu

BASKET CASE

SPECIAL ABILITIES
Sleep Roar
Battlecry
Beast's Roar

CHUCHU

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

REDCAP

SPECIAL ABILITIES
Sleep Roar
Battlecry
Beast's Roar

You do not want monsters in your weapon storehouse. The enemies may have clustered themselves into a nice little group in anticipation of your arrival, but they did not plan on area of effect attacks! Use these to hit as many of the monsters as possible, especially the Chuchus who cannot stand up to an intensive barrage.

This tactic leaves your group in a tight defensive formation. Counterattacks used from this position weaken the enemy considerably and the Redcaps and Basketcases should take a pounding. Use support and simultaneous attacks to your advantage, and try to get as many characters into a single attack as possible. This maximizes your chances of doing damage to the unyielding boxes.

Engine Room

ENEMIES
Seville Tempete
2 Vampires
1 Apparition
1 Redcap
4 Chuchus

DARK PORTAL ENEMY
Chuchu

SEVILLE TEMPETE

SPECIAL ABILITIES
Battlecry
Curse Roar
Demon Fist

REDCAP

SPECIAL ABILITIES
Sleep Roar
Battlecry
Beast's Roar

VAMPIRE

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

CHUCHU

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

APPARITION

SPECIAL ABILITIES
Elemental Spells

Apparently demons do not appreciate subtlety. Your options on who, or what, to go for in the beginning are rather limited. The Chuchus in the first and second ranks should be the first casualties of the battle. At this point, you have no other choice but to be in close formation; this is good against the incoming Redcap, but bad in terms of the Apparition, which makes the ghostly monster your next target. Destroy it as soon as you can.

Tempete moves forward to attack you once he has the option of doing so. Remember, when he is defeated the battle is over. Concentrate all of your attacks on Tempete, and get as many characters as you can to surround him. Within two turns of a concerted barrage of Special Attacks, especially direct ones like Prier's Coup de Grace and Eclair's Royal Blade, Tempete should fall.

TO AN UNDISCOVERED LAND

La Pucelle was successful in defeating the Demon Lord Tempete. However, they were unable to stop the airship from taking damage. With the engine room in flames, and the bridge in chaos, the Escargot crashes. After everyone is accounted for as safe and reasonably healthy, a miracle in itself, an expedition around the region of the crash zone is definitely in order. Where has the airship landed, and what awaits them in this new land?

Escargot Crash Site

The crew of the Escargot is working diligently to fix the fallen airship. It will take some time to construct a patch to repair the hole in the side and restore the engines. In the meantime, you can return at any time to pick up supplies (there is a branch of the Rosenqueen Shop) and visit the Dark World representative.

DAY JOBBING

One of the Escargot's crew can be persuaded to join your party. However, unlike the rest of the Chocalot gang, he wants to be paid. By paying Monya-Monya 3,000 Prica, you gain another low-level party member for your roster. He's perfect for acting as a decoy to draw monsters to specific areas, or away from other party members, which is far worth the amount of money.

Jungle

A land of thick leaves and dense foliage awaits Prier and company. Everywhere there are signs of nature, from the lush greenery and bright flowers to the wild creatures that move between the tall trees. Despite the beauty of the area, there is danger here too; some of the creatures living within the jungle are definitely not friendly. Still, the jungle is not impassable, and La Pucelle must move through it if they are to find Fatima.

Terra Incognita

ENEMIES
1 French Kiss
5 Erindas

DARK PORTAL ENEMY
Erinda

FRENCH KISS

SPECIAL ABILITIES
French Kiss
Flowercopter
Flower Crash

ERINDA

SPECIAL ABILITIES
Spores
Piston
Shroomania
Shroominator

It is impossible to get to the enemies in the first round without the use of shoes. Use the shoe-move-equip weapons technique to get into range of the Erindas. You should be able to put an end to them with a minimum of difficulty, and the use of ranged abilities that hit multiple enemies can make the others pay. The enemy's turn brings the rest of them into range of your group and causes even more damage through counterattacks. After that, it's a simple job of picking off the monsters at your leisure.

Uncharted Jungle

ENEMIES
1 White Devil
3 Beautifuls
5 Erindas

DARK PORTAL ENEMY
Erinda

WHITE DEVIL

SPECIAL ABILITIES
Bear Bash
Bear Cross

BEAUTIFUL

SPECIAL ABILITIES
French Kiss
Flowercopter
Flower Crash

ERINDA

SPECIAL ABILITIES
Spores
Piston
Shroomania
Shroominator

Kill the first four enemies, 2 Beautifuls and 2 Erindas, near the base panel and assume a defensive formation. This consolidates your position on the bottom end of the stage, and forces the enemy to come to you. Because the bad guys are so far away, they completely waste their turn moving forward, and they won't be able to attack. This is a great opportunity for you, and you can really hurt them on your turn.

Take down all the enemies that you can within your range. (You may also consider converting the White Devil, because it is a fairly strong monster.) Once that is done, pick apart any stray monsters that were too scared to approach you and make them regret their cowardice.

Explorer's Bones

ENEMIES
1 Bigshroom
2 White Devils
1 Beautifuls
3 Erindas

DARK PORTAL ENEMY
Erinda

BIGSHROOM

SPECIAL ABILITIES
Shroom Breath

WHITE DEVIL

SPECIAL ABILITIES
Bear Bash
Bear Cross

BEAUTIFUL

SPECIAL ABILITIES
French Kiss
Flowercopter
Flower Crash

ERINDA

SPECIAL ABILITIES
Spores
Piston
Shroomania
Shroominator

This is not the quiet restful break needed after a trip through the jungle! Still, it takes more than these monsters to stop your journey. Move forward and destroy the two groups flanking the base panel (all the Erindas and the Beautiful). Once they are dead, consolidate your position on the top of the stage.

Move forward just enough to put the White Devils in range below. Keep your characters somewhat spread out, so the Bigshroom won't be able to get too many of them with its Shroombreath. When the White Devils are dead, surround the Bigshroom and kill it with Special Attacks to defeat this stage.

Cave of Ruins

Within the jungle, Prier and the others have found a deep cavern. This is no natural land formation, and it certainly appears to be a dangerous place. After a great deal of speculation, it is finally decided that the group should enter and explore the area. Who knows what lies within the tunnel and beyond?

Cave of Ruins

ENEMIES
1 Siren
6 Jacko Lanterns

DARK PORTAL ENEMY
Jacko Lantern

SIREN	
SPECIAL ABILITIES	
Siren Song	
Break Shot	

JACKO LANTERN	
SPECIAL ABILITIES	
Phantasm	
Laser	

This stage necessitates the use of the shoes-move-equip weapons technique to get close to the Jacko Lanterns. Once you have done this, the enemy won't be able to use their ranged spells against you with as much freedom as they normally would. You can only get to the first two enemies, but that's a start, and you are in good position to make them regret things later.

With two monsters down in the first turn, the rest of the enemies move in against you. The counterattacks that you make in the enemy's turn take their toll, but the real hurt happens on your turn. Obliterate the Jacko Lanterns and the Siren that is left with physical attacks. When they are all destroyed you can move deeper into the cave system.

Gasp of Death

ENEMIES
1 Siren
6 Jacko Lanterns

DARK PORTAL ENEMY
Jacko Lanterns

SIREN	
SPECIAL ABILITIES	
Siren Song	
Break Shot	

JACKO LANTERN	
SPECIAL ABILITIES	
Phantasm	
Laser	

Move forward and make the first rank of Jacko Lanterns regret that they ever left the patch. Use physical attacks, and your group should be able to take out all three of them without much trouble. Because you can't possibly make it to the next rank of monsters, use this opportunity to arrange your party into a cohesive formation that can support itself during the enemy's turn.

The majority of Jacko Lanterns should kill themselves during their own turn. They simply do not have what it takes to withstand your party's counterattacks. Kill any remaining Jacko Lanterns and move on to the Siren. It won't be able to take the physical attacks that you are going to throw at it.

Unbeknown Fear

ENEMIES
1 Giant Thing
5 Sirens

DARK PORTAL ENEMY
Siren

GIANT THING
SPECIAL ABILITIES
Rumble

SIREN
SPECIAL ABILITIES
Siren Song
Break Shot

UNDINE
SPECIAL ABILITIES
Siren Song
Break Shot

The first step is to draw out those two Sirens in the front without bringing the Giant Thing along with them. Make careful note of the Sirens range of movement and bring them toward you. Once they are safely destroyed, begin constructing a nice Miracle Attack using any nearby Dark Portals. The use of shoes on a high-mobility character to redirect the flows is crucial for this. You may also consider running a character back to the Undines to get them out of the way before you take on the Giant Thing.

Any Dark Portals near you should be purified, so they don't port in an enemy while you are fighting. Then, dispatch any support enemies that may be tempted to help the Giant Thing. At that point, surround the Giant Thing and hit it with as many Special Attacks as you can muster until it is dead.

NO BIG THING

These caves would be a much safer place if you were able to kill the Giant Thing that inhabits them. Not only that, but a monster that large must have some sort of *valuable treasure* somewhere, and it must be a *great experience* to fight and defeat it. In fact, once you defeat it once, it has a somewhat addictive property: you want everyone in your party to kill it over and over again, just for that experience.

However, if the Giant Thing is too strong and difficult for you, there is a way to lower its level so that it is only a little thing. Just run past it to the stage entrance on the right (Ray of Hope). There is an event square there that will significantly decrease the monster's power. Keep in mind that if you do so, you will miss out on any of the treasure (the Goddess Ring: ALL attributes 100, ALL bonus attributes +3) and much of the experience.

TIPS FOR FIGHTING THE GIANT THING

Make sure you are using your best equipment. You want to use equipment that gives you the highest ATK power. It is far to late once you have engaged the monster to realize that you weren't using the weapons that you wanted.

Put your best weapons on a few characters and use low-HP members as bait. Because the enemies always go for the lowest HP characters, your high-damage members can safely wail at the Giant Thing while it attacks the weaker members of your group.

Use the Braveheart spell to strengthen your party. The Braveheart spell is an Aid spell that can be learned by equipping two Aid Staffs. Use the spell at a lower stage until each member knows it. You can then ditch the Aid Staffs and equip something else. In the battle with the Giant Thing, have a character not engaged cast the Braveheart spell on other members. Braveheart can be cast on the same person for a cumulative bonus.

Choose which version of the Giant Thing you want to fight. Monster attributes change every time you enter the fight. You want to fight a version of the Giant Thing that has about 4,000 HP and a low DEF.

Use the Dark Portals to your advantage. This is a good stage to attempt some nice Miracle Attacks that weaken the Giant Thing and its entourage.

Kill the Sirens and Undines first. They have an Innate Ability to put your people to sleep, and that can make or break the fight.

Use Special Attacks. For every strong enemy, but especially Bosses, Special Attacks keep you from the enemy's counterattacks. You do not want the Giant Thing to counterattack your people; it is very, very strong. Special Attacks always hit (but do not always do damage), and they only hit the chosen target. All of these things make using them critical in this fight.

Use the right Special Attacks. Because you specifically looked for a version of the Giant Thing with low DEF, use physical Special Attacks like Coup de Grace, Tough Love, Doubleshot, and Royal Blade.

If all else fails, level build, level build, level build! There are several nice stages in the Jungle to build up your party, their equipment, and their Special Attacks. To beat a Giant Thing, you need to be strong and patient, but it never hurts to have extra HP, SP, and powerful abilities.

Ray of Hope

ENEMIES
Wyvern
2 Sirens
2 Undines

DARK PORTAL ENEMY
Siren

WYVERN

SPECIAL ABILITIES
Demon Attack
Curse Roar

UNDINE

SPECIAL ABILITIES
Siren Song
Break Shot

SIREN

SPECIAL ABILITIES
Siren Song
Break Shot

Remove all the Sirens and Undines using ranged and direct attacks. This way, you can loot the treasure chests in the stage unmolested. The Wyvern at the top of the staircase stays put until you come for it, or draw it out (so that you can access the event square). After that, it is a fairly easy matter to surround and kill the hapless Wyvern.

IT MIGHT NOT BE A GIANT

The event square in this stage gives you a choice: do you feel that you have enough strength to fight the Giant Thing in the stage of Unbeknown Fear as it is? If you answer yes, then you get a nice cheer from a strange voice. If you answer no, then the Giant Thing outside gets severely weakened, down to about level 25 (you don't receive its treasure, though, or as much experience from its death). The choice is yours.

Dead or Alive

ENEMIES
8 Jacko Lanterns

DARK PORTAL ENEMY
Jacko Lantern

JACKO LANTERN

SPECIAL ABILITIES
Phantasm
Laser

At last, a staircase up. This may lead to the exit of the cavern. All that stands between you and the way out are some little Jacko Lanterns that never learned the beauty of multi-enemy attacks (both direct and ranged). Use these attacks to soften them up, leaving your group in a nice defensive formation. The enemies that you don't kill at first should be destroyed by your counterattacks, and you can move on.

Gate to Exotic World

ENEMIES
Wyvern
4 Undines

DARK PORTAL ENEMY
Undine

WYVERN

SPECIAL ABILITIES
Demon Attack
Curse Roar

UNDINE

SPECIAL ABILITIES
Siren Song
Break Shot

Up ahead you can see the light of the sun shining through a passageway. Unfortunately for the Wyvern and Undines, they are blocking the pathway out. Use your shoes to get up to the Undines, and focus on them with multi-enemy ranged attacks. This kills the majority of them (or at least heavily softens them), and your group is now in a tight defensive formation for the enemy's turn.

Clean up any leftover Undines and surround the Wyvern. Use Special Attacks to bring him down; there is no way that a creature like this can keep you locked in this cave. Once the Wyvern is dead, leave the cavern with an air of anticipation, knowing that you will soon breathe fresh air, feel the sunshine on your face, and move toward new sights!

MEMORIES OF FATIMA

With the travel through the cave ruins finally completed, Prier and her friends find themselves in a beautiful new land. But Fatima's beauty hides a dark secret, and no one can forget that the entire population of Fatima was obliterated in a single day in the distant past. La Pucelle goes to the present-day site of Fatima, to see what they can learn of Fatima's (and its people's) fate, and determine what it has to do with the Dark Prince. Somehow, this all relates to the Church of the Divine Mother, and no one doubts that there are dark forces at work, while the forces of light fight to maintain the balance.

Couscous Village

There is a village nestled within the countryside. For some reason, this brings back some type of memory for Croix. Has he been here before? Who is the girl that he remembers, whispering his name? Although the residents of the place seem friendly, there may be more going on here than first appears, and the interpersonal relationships between some of the members of La Pucelle do not make things easier. It will take great strength of will for Prier and the others to get to the heart of the matter.

Couscous Village

ENEMIES
Dana Albijwaz
7 Manticores

DARK PORTAL ENEMY
None

DANA ALBIJWAZ

SPECIAL ABILITIES
Defense Roar
Healing Roar
Demon Shock

MANTICORE

SPECIAL ABILITIES
Demon Attack
Curse Roar

The Manticores do a wonderful job of blocking off Albijwaz from your group, but there are ways to bypass them. With all of your shoes (particularly the Angel Shoes) equipped, you can slink around the Manticores and directly engage Albijwaz.

If you cannot get to the demon lord, bring out a weak-HP character and lure away the Manticores. They should attack right away. Now, send the rest of your party in to attack Albijwaz.

Get as many characters as you can around Albijwaz and use Special Attacks to hit him hard. Don't neglect the ranged attacks with Croix and Culotte. With Albijwaz surrounded, he won't have much of an opportunity to attack, especially if you have one party member equipped with all of your highest-ATK power equipment.

SKIRTING THE MANTICORES

The poor possessed villagers have been turned into monstrous Manticores, and La Pucelle represents their only hope. Help them by killing Albijwaz without harming any of the Manticores. Using shoes for maneuverability, and low-HP characters as decoys, is essential for this. Albijwaz does not have high enough HP to fend off a group that surrounds him and hits him with damaging Special Attacks.

Couscous Village II

ENEMIES	DARK PORTAL ENEMY
Dana Albijwaz	None
7 Manticores	

DANA ALBIJWAZ

SPECIAL ABILITIES
Defense Roar
Healing Roar
Demon Shock

MANTICORE

SPECIAL ABILITIES
Demon Attack
Curse Roar

Albijwaz has no idea what he has unleashed or what he is in for. Croix is far more powerful in this state, and he has the range to do some wicked things to the demon. Ignore the Manticores and go right for Albijwaz. All it takes is one Special Attack to cut the demon down to half effectiveness. Don't worry about being surrounded by the Manticores too much; the ranges on Croix's attacks are enormous and the Manticores can't really hurt you.

Albijwaz, for once, is feeling altruistic toward his puppets and can use Healing Roars to replenish their HP. His healing abilities, however, do not save him from Croix's newfound powers and devastating Special Attacks. The demon should never have been so blasé about La Pucelle.

THE DARK PRINCE

The events in Couscous Village have left a mark on everyone, but Prier would like to just forget about them and move on. However, memories have a way of returning whether they are wished for or not. Despite the comfort of friendship, there is a sense of foreboding in the group, and too many things that were long forgotten are making their way to the surface. With those feelings hanging like a fog around La Pucelle, Prier and friends leave Couscous Village to explore the last remains of Fatima.

Ghost Village

In the midst of a desert, snow is falling in a small village. This phenomenon has to be related to the Dark Energies of the area. In addition, there is something horribly wrong with some of the village's inhabitants. What happened here, so many long years ago, to change the land and people so drastically?

Choux Fleurs Hill

The people of the Ghost Village warned of going near this place. It is said to be the birthplace of the Dark Prince, and it is certainly a historically ominous place. However, there is only a small, snow-covered hill here now, with nothing to signify the dark past of the region. This does not, however, keep it from having a strong effect on the members of La Pucelle. There are dark forces moving to make this small hill a place to change the world. The same way it changed things in the past.

Choux Fleurs Hill

ENEMIES
Seville Tempete
2 Jabberwok
5 Sir Zombies

DARK PORTAL ENEMY
Salamander

SEVILLE TEMPETE

SPECIAL ABILITIES
Battlecry
Curse Roar
Demon Fist

SIR ZOMBIE

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

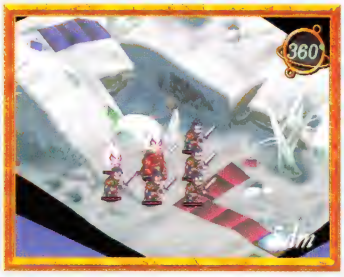
JABBERWOK

SPECIAL ABILITIES
Elemental Spells

SALAMANDER

SPECIAL ABILITIES
Elemental Spells

The enemies' formation makes getting to the "meat" of the enemy force very difficult; you want to find a way to get past the Sir Zombies to attack the Jabberwoks (especially!) and Tempete. Use shoes to get to the Sir Zombies *directly* blocking the Jabberwoks; those are your first targets. Once they are dead from your Special Attacks, run in (with your shoes) to work on the Jabberwoks. You want the Jabberwoks dead before they can cast multi-hit spells at range, so use physical Special Attacks to make sure they no longer exist.



This leaves your characters in two small groups, on either side of the enemies, in a nice tight formation. Now, the Sir Zombies and Tempete break apart, so that they can get to both groups. This doesn't let them support each other, but allows your characters to back each other up. At that point, kill the Sir Zombies that are left and move on to Tempete. Treat him like the Boss he is, surround him, and pile on the Special Attacks until he is defeated.

Couscous Village

A miracle has occurred, throwing all the members of La Pucelle into the past. Where there was once snow, there is now a land covered in greenery. Even Couscous Village shows the benefits of the new season, and instead of a desolate town there is now a sunny village of well-kept buildings. The change in surroundings has brought back memories for Croix, and he feels a great need to recall those things he had forgotten and perhaps encounter people that he once knew and loved.

ABANDON HOPE ALL YE WHO ENTER HERE

A place with a fearsome reputation, the locals of the area avoid the Dark Shrine. If you wish to test the skill and the strength of your party, you can visit the Dark Shrine at any point. The battles within begin start off easy, but soon they become some of the most challenging in *La Pucelle: Tactics*. Enter at your own risk!

Angelique's House

In Couscous Village, La Pucelle encountered a young woman named Angelique. She first noticed them because she thought that Croix was her fiancé, and Croix now believes that this place, and these people, are from his past. Prier and her friends are now Angelique's guests. They have dinner in her simple but pleasant home, and learn what they can about the affairs of this world. However, the fates of Croix and Angelique in this time are still a mystery, and there are ominous rumors from the town that suggest that the past was not all perfect.

NO SAVES!
The following battles do not allow you to save between them, so make sure that you save between Angelique's House and the next location.

Choux Fleurs Hill

Things seem much more sinister on Choux Fleurs Hill on this visit. Instead of a bright sunshine, moonlight washes over the land and shadows are everywhere. All around, Imperial soldiers and witch hunters have camped, and they patrol the region with an air of zealousness. Angelique came to this place hoping to help someone in trouble, but the young healer is now in mortal danger and La Pucelle must follow her footsteps to find her.

DODGING THE PAST

If any of the Imperial Soldiers die, the future will be strongly altered. La Pucelle must skirt around the Imperial Soldiers to block the way between them and Angelique. The following three stages detail how to accomplish running past the enemies without killing them (which can be harder than it sounds; for soldiers, these enemies do not have much HP).

Choux Flowers Hill I

ENEMIES	DARK PORTAL ENEMY
1 Sergeant	Soldier
5 Soldiers	

SERGEANT	SOLDIER
SPECIAL ABILITIES	SPECIAL ABILITIES
Mad Scream	Mad Scream

Equip Papillon, or Éclair, with four pairs of shoes (especially the Angel shoes). As your highest-movement characters, they are essential for getting through these levels. You want to completely avoid the Soldiers, so note their ranges of movement before sending Papillon/Eclair out.

Your first stop is near the large rock formation on the right. You want to be up against the wall of the stage and one step beneath the rock. At that point, end your turn; the enemies do not move from their positions and you are safe.

The next location is right near the tree on the right top wall. This puts you out of range of both the Soldiers on the bottom and the Sergeant at the top of the stage. Once again, end your turn here. You are still out of the enemies' range.

After that, completely skirt around the Sergeant and run to the red square behind him, exiting the level. You have now survived the encounter without killing any of the Soldiers.

Choux Fleurs Hill II

ENEMIES	DARK PORTAL ENEMY
1 Sergeant	Soldier
5 Soldiers	

SERGEANT	SOLDIER
SPECIAL ABILITIES	SPECIAL ABILITIES
Mad Scream	Mad Scream

Continue using Papillon/Eclair equipped with four sets of shoes. Take them along the far right wall of the stage, up the hill and away from the ranks of Soldiers.

If you have the Angel shoes, you can leave the stage from this location. If you do not have the Angel shoes, move Papillon/Eclair to the square two spaces down from the tree at the top (this puts you out of reach of the Sergeant).

After that movement, take the opportunity to avoid the Sergeant and get out of this stage.

Papillon

Papillon is a member of the crew of the Escargot, traveling with Captain Homard around the world in a flying pirate ship—and she's a fairy! She has very strong feelings for Homard and follows him wherever he chooses to go, which is why she eventually joins with Prier and the others.

Outspoken and hot tempered, Papillon says exactly what she thinks in any situation. For a diminutive creature, she is not afraid to confront anyone that she feels is out of line. While she may have an aggressive exterior, there is a softer side to her, and Papillon believes that she and the people she's with are working to give others happiness and hope.

SPECIAL ABILITIES	DESCRIPTION
Fan Chop	Use your fan to deal a critical hit!
Pretty Kiss	Charm them with a little kiss…
Cupid Arrow	Call on your friends to fire arrows.
Fairy Charge	Call on your friends to attack.

Papillon is not above getting into a physical confrontation, but she knows her limits. She would rather fight with others than by herself, and uses this to her advantage. Fortunately, she has a wide range of friends willing to aid her in any battle.

Choux Fleurs Hill III

ENEMIES
3 Sergeants
6 Soldiers

DARK PORTAL ENEMY
Soldier

SERGEANT

SPECIAL ABILITIES
Mad Scream

SOLDIER

SPECIAL ABILITIES
Mad Scream

This time, the Soldiers seem to know you are coming, and they have surrounded the base panel. It looks like a decoy is in order; someone has very low HP and cannot kill a Soldier with their counterattacks (one of the Chocalot gang is perfect for this if they have not leveled). Make sure that this low-level character has NO equipment on. Send the character out and put them one space above the bottom left corner of the stage. The Soldiers focus all of their attention on the decoy (who is killed), but they also open a space in their formation for you to slip through and around.

(If the Soldiers do not completely go for it, send out another low-HP character to take the fall and draw them away from the entrance). At this point, send Papillon/Eclair out as far away from the Soldiers as possible, and put another decoy near the base panel to hold the attention of the bad guys.

Make your mad rush to freedom on the next turn. Stick another decoy to block up the route, and protect Papillon/Eclair's back (by now, there is only one way up the side of the hill).

This is a stage where patience is rewarded, and because the attack pattern of the Soldiers sometimes varies at the beginning, it can be difficult and frustrating. However, because of your perseverance, you have successfully navigated the maze of Soldiers without harming any of them, thus keeping the past intact. If only they had been motivated by such concern for you.

THE MAIDEN OF LIGHT

After the trip through the past, Croix is gone. Fortunately, La Pucelle is not alone in the world, and there are friends that they can turn to when things become difficult, like the crew of the Escargot and Father Salade. Prier and her remaining companions now return to Pot au Feu City, and Alouette's memories return to her on the way.

Pot au Feu City

There has been a great revelation made by Alouette, as she fully realizes who she is and her purpose in life. However, with this epiphany comes the knowledge that she must conserve her strength. Prier also has to deal with some difficult matters, and she has locked herself in the seclusion of her room. This is bad timing for all concerned, as there are still monsters roaming the land, and help must be directed to Mayonnaise Harbor before the port is overrun.

THE CAVE OF TRIALS

With the Dark Prince reborn, the Cave of Trials is now open. Townspeople believe that Father Salade became strong by fighting in that place, but he sealed it a long time ago. However, the Dark Energies have now opened it once again, and your group may train there if you wish to go.

Mayonnaise Harbor

A scene of sorrow and destruction awaits La Pucelle at Mayonnaise Harbor. The once proud boats have sunk, and there is black smoke wafting from various places on the docks. There are certainly monsters about, but there are also people who want to help, including one unexpected visitor with important business. If the Kingdom of Paprica is to recover from this horrible turn of events, then everyone must accept their own powers and work to make the world a better place.

The Royal Library

Hermes wants to help Culotte and Eclair realize their true potential. For a long time, they have accepted their roles as they are, and it is time for both of them to grow up. As representatives of light, there is a something that they must do to focus the strength within themselves, a test that they must take in order to fulfill their own promise. Of course, there are risks to taking a test of this magnitude, but failure means that the Church of the Divine Mother will successfully bring the world into permanent shadow.

Eclair's Heart

Once again, there is a journey into Eclair's psyche. This time, Eclair is able to encounter what resides in her heart. It is a difficult thing for her to confront, but fortunately she can rely on a good friend. Only by conquering and coming to grips with her own inner darkness can Eclair save the world from the evil outside, and Culotte will help her to face her own personal demons.

Eclair's Heart

ENEMIES	DARK PORTAL ENEMY
Dark Eclair	Giant Zombie
5 Giant Zombies	

DARK ECLAIR

SPECIAL ABILITIES
Dark Sword
Omega Lance
Meteor Slash

GIANT ZOMBIE

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

For once, skip the support monsters and go right for the Boss. Dark Eclair doesn't have that much HP, and it is high time that she realized that she has to share with the princess. Hit her with Special Attacks like Royal Blade from Éclair, and the most powerful physical attack from Culotte (like Kitchen Sink). If you are not able to defeat her during your turn, the enemies may surround you, but just keep attacking Dark Eclair when you can. Once she is defeated, Eclair can reach her fullest potential and Culotte can realize his own worth.

Mayonnaise Harbor

Back at the port, Homard is fighting for all he is worth against the minions of evil. He needs the support of his friends to help him against the demons. Fortunately, Culotte and Eclair are on the way, and together they can defend the harbor against the coming tide.

LOOKING THE PART

Make sure that your party is properly equipped for this fight, which relies strongly on physical attacks over magical ones. In addition, when Homard left the party he returned all of his equipment to the inventory. Before he engages any monsters, make sure that he has the right weapons, armor, and accessories to make his hits count.

Mayonnaise Harbor

ENEMIES
General Normande
2 Succubi
3 Sirens

DARK PORTAL ENEMY
Siren

GENERAL NORMANDE

SPECIAL ABILITIES
Curse Roar
Charm Roar
Healing Roar
Demon Wail

SIREN

SPECIAL ABILITIES
Siren Song
Break Shot

SUCCUBUS

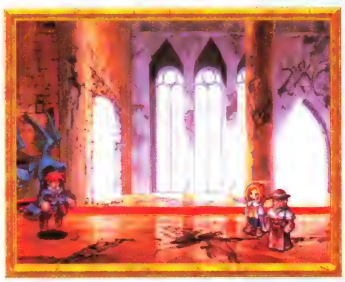
SPECIAL ABILITIES
Demonic Heal
Sultry Scent

You have to take out the ranks of support monsters to get close to General Normande. The Sirens don't have a high amount of HP, so they are the easiest ones to remove from the field. The Succubi, on the other hand, have the ability to heal other enemies and are fairly strong. However, they can't repel physical attacks well, so concentrate on using melee Special Attacks to take them out.

You want the ranks against you thinned out as much as possible because Normande moves to engage you as soon as he can. He has high HP, causes high damage, and he has a serious bad attitude. Still, make sure that he doesn't have the healing abilities of the Succubi (or the sleep powers of the Sirens) near him to back him up before you concentrate your attacks against him. Culotte's new Kitty Kitty Special Attack can help with this.

Once you've divested Normande of any support, surround him and try out the new Special Attacks that are available to you. Dark Eclair has some really nice physical Special Attacks, especially Omega Lance, which can really cause some damage. Keep hammering him with all the physical Special Attacks that you can, and remember to use some low-level party members to draw him away from your more powerful characters. If he likes the look of a low-HP group member, he won't attack one of your stronger characters.

Pot au Feu City



The victory celebration at Mayonnaise Harbor is short lived. Even as the demons withdrew from their attack against the port, more sinister forces are making their way through to even more vulnerable areas. However, a visitation from the Goddess Poitreene herself helps to set the group on their way, and everyone prepares for a conflict that pits the Maiden of Light against the Dark Prince.

WHAT ABOUT THE KID GLOVES?

The confrontation between the forces of good and evil lead to an epic battle. Prier, Alouette, and Father Salade, won't stand by idly and let the darkness win. Because they were initially not prepared for such a fight, they come into the fray without being equipped. Make sure that they have on any weapons, armor, or accessories that they need before they directly engage the enemy.

Church of the Holy Maiden

ENEMIES
Dark Prince
1 Dark Warrior
2 Chimeras
4 Vampires

DARK PORTAL ENEMY
Vampire

DARK PRINCE

SPECIAL ABILITIES
Dark Wave
Retribution
Banish

DARK WARRIOR

SPECIAL ABILITIES
Dark Prayer

CHIMERA

SPECIAL ABILITIES
Demon Attack
Curse Roar

VAMPIRE

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

The Dark Prince brought along a bunch of very strong magical support, and there is no way to win a range game with them. Instead, cut directly to the chase and go to the heart of the issue: straight for the Dark Prince himself. Use shoes to run up right next to him, and equip your strongest weapons. With the Dark Prince surrounded by your group, use your most powerful Special Attacks. This means Redemption for Prier, Light & Dark for Eclair, Kitty Kitty for Culotte, Holy Truth for Father Salade, Burning Soul for Homard, and so on. Although the Dark Prince is powerful, he does not have the HP to defend against such a strong assault, and with him defeated the battle is won.

A LEGEND IS BORN

Throughout history, there have been many pulls against the fabric of the universe, with a struggle between light and dark. Now, one man threatens the balance and wants to separate the world from all its metaphysical constraints. In the process all traces of gods, demons, and humans will be destroyed. It is the sworn mission of all of La Pucelle to stop this from occurring, and Prier, Alouette, Homard, and everyone else are racing toward their destinies in the hopes of saving the land and people that they love.

Angel Gate

No one in living memory has set foot on the floating island of Angel Gate since the days of the mythical Tenjin. However, this is not the time for a casual exploration of the island, and Prier feels the press of time as Croix's life hangs in the balance. It will take more than anything a mythical land can throw at her to keep her from rescuing the man she has feelings for from a horrible fate.

NO MAN IS AN ISLAND

If you don't feel that you are ready to take on Angel Island, just exit through the red square near the base panel in the first stage. From there, you can return to all of the places that you want to, including Pot au Feu City or the Cave of Trials.

If you do return to Pot au Feu City for equipment, make sure that you talk to the little girl in the Orphanage. She will give you her precious treasure, a Cactus Sword (HP 50, ATK 200, HP Up +1, ATK Up +2).

Angel Gate

ENEMIES
2 Dark Warriors
4 Kracken

DARK PORTAL ENEMY
Kracken

DARK WARRIOR

SPECIAL ABILITIES
Dark Prayer

KRACKEN

SPECIAL ABILITIES
Bubbles
Blow Hole

The first order of business is to take out the ranged magic users: the Dark Warriors. It is not difficult to make it to the closest one, but shoes are necessary to engage the second one. Use physical Special Attacks to knock them out of the fight, and move into a close (defensive) formation to protect yourself, since the threat of spells has been removed.

With the Dark Warriors gone, hit the Krackens hard. They are no match for your group when they are surrounded and vulnerable. Continue to use Special Attacks to squash any monsters in your way; they should have known better than to try and keep Prier (and her friends) from a chosen goal.

Demon's Nest

ENEMIES
1 Monshroom
2 Dark Warriors
4 Sir Zombies

DARK PORTAL ENEMY
Sir Zombie

MONSHROOM

SPECIAL ABILITIES
Shroom Breath

DARK WARRIOR

SPECIAL ABILITIES
Dark Prayer

SIR ZOMBIE

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

Once again, you want to take out all of the Dark Warriors before they can take advantage of their ranged spells. Use shoes to get in close to them, and re-equip your weapons to destroy them (it is well worth the extra time). Once the Dark Warriors cannot help the Sir Zombies, they crumble easily under your concentrated attacks.

The Monshroom then moves forward to attack you, and it favors using the ranged ability of Shroom Breath. However, because you had to separate your party to wipe out many of the Sir Zombies, the Monshroom is not able to hit many of your characters at once. On the next turn, continue to obliterate any remaining Sir Zombies and surround the Monshroom. It cannot survive the use of some heavy-hitting Special Attacks by some of your strongest characters.

Bloody Corridor

ENEMIES
Dagon
2 Dark Warriors
2 Sir Zombies
3 Dark Knights

DARK PORTAL ENEMY
Sir Zombie

DAGON

SPECIAL ABILITIES
Noble Attack

SIR ZOMBIE

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

DARK WARRIOR

SPECIAL ABILITIES
Dark Prayer

DARK KNIGHT

SPECIAL ABILITIES
Mad Scream

Even with all the good shoes equipped, you are not able to reach the Dark Warriors this round. The only way to relieve your frustration is to kill off the rank of Dark Knights in the front. With your group spread out, butcher the Dark Knights using ranged Special Attacks; this keeps them from being bunched up against the spells of the Dark Warriors that move forward to reach you. This opens up the Dark Warriors to your group on the next turn, and you can make them regret their hasty actions with your powerful physical attacks.

With all the Dark Warriors (and the Dark Knights) down, spend the rest of your time hunting down the remaining Sir Zombies. After that, it's time to move on to Dagon, who stays happily near the top of the stage until you approach. Surround it, and kill it with Special Attacks to complete the stage.

Angel's Dreams

ENEMIES
1 Pandora
4 Basket Cases
4 Redcaps

DARK PORTAL ENEMY
None

PANDORA

SPECIAL ABILITIES
Sleep Roar
Battlecry
Beast's Roar

REDCAP

SPECIAL ABILITIES
Sleep Roar
Battlecry
Beast's Roar

BASKET CASE

SPECIAL ABILITIES
Sleep Roar
Battlecry
Beast's Roar

You'll need everyone to use strong Special Attacks against these boxes. Because Special Attacks are always going to hit the enemy, and because they are more damaging, they are necessary against these highly resistant foes. Move all of your characters into positions where you can hit as many of them as possible, and try to shore up any gaps through the use of your weaker ranged Special Attack characters (e.g., Culotte and Alouette). Continue using these Special Attacks until all of the boxes are destroyed.

Heaven's Light

ENEMIES
General Normande

DARK PORTAL ENEMY
None

GENERAL NORMANDE

SPECIAL ABILITIES
Curse Roar
Charm Roar
Healing Roar
Demon Wail

It is time for a fated battle to begin, and only one person can walk away from it. Move forward, and put your character just out of range of Normande, then end your turn. Normande does not approach until he can directly engage you, so he stays where he is until then. The next turn, put on all your shoes and race over to attack him from a flanking position with Homard's strongest attack: Burning Soul. This leaves Homard with no SP and only 1 HP left, but completely obliterates Normande, the embodiment of Homard's nightmares.

Angel Gate Top

Everyone is greatly worried about Homard, especially since they heard the sound of a great cry that echoed throughout the halls of Angel Gate. However, with great strength of will, the choice is made to push on. The group hopes to find Croix and stop Noir from bringing his plans to fulfillment. Up ahead, the members of La Pucelle can see gemstone-like corridors and stairways, which twist into a huge maze that oddly resembles Noir's twisted vision of Utopia.

NAVIGATING THE MAZE

From here onward, the enemies that you face are random and, while they can be defeated, come at your party in waves. As soon as all of the monsters are killed, another group of them appears. Your main task is to make your way through the stages and find the entrance to the highest reaches of Angel Gate. Concentrate on finding the path through the stage instead of killing the enemies. Shoes are of great use to you here, so make sure that you equip them to move as quickly as possible. Note that in these stages, you will not be able to exit to the World Map, your HP and SP will not be replenished, and your characters will not recover from unconsciousness. If you have to attack any monsters, use your SP conservatively or not at all.

Dimensional Gate 1

ENEMIES	DARK PORTAL ENEMY
Random	Random

This is a long, large stage with random monsters scattered in a random formation. Your first order of business is to protect your runner, who is equipped with four pairs of shoes (Eclair is a good choice because she already has a high movement). Use all the other members of your party to kill any monster that has the ability to hurt your runner, especially creatures with ranged magical abilities. If possible, do not kill every enemy on the stage because that only triggers more to appear. Instead, make a run for the red square leading to the next stage and onward through the maze.

Dimensional Gate 2

ENEMIES	DARK PORTAL ENEMY
Random	Random

Once again, your objective is to pass on to the next stage. This time, you want the red square in the upper left terrace of the map. Use some of your direct physical damage characters to protect your runner as you send them to the exit. Make sure to kill the enemies that can cast ranged magical spells. Note that there are several narrow staircases that enemies cannot pass to get to your runner. If you block them with a party member, you can use this to your advantage. In general, keep pushing forward until you make it to the stage exit and out.

Dimensional Gate 3

ENEMIES	DARK PORTAL ENEMY
Random	Random

Continue on with the exact strategy that you have been using with the other Dimensional Gate maps. This time, you want the exit in the middle left. This is actually a small stage because (with shoes) you can move directly from the base panel to the map exit in the very first turn.

Dimensional Gate 4

ENEMIES	DARK PORTAL ENEMY
Random	Random

This time, you won't have to worry about killing all the enemies on this stage. There are many different base panels and exits on this stage, and ledges and walkways separate all of them. You begin on the base panel at the very bottom of the stage, and there is only one way to exit. Between you and the exit there will probably be at least one enemy, but if you have a strong character fight them with another strong character as backup (e.g., Eclair and Prier), they won't be able to stand in your way.

Dimensional Gate 5

ENEMIES
Random

DARK PORTAL ENEMY
Random

Pick one side (of the two possible staircases) leading up to the top of the stage and slaughter the enemies blocking your way. Remember that you only have to get your runner to the top, so just make sure that they are not unduly disturbed by any monsters. Once you think that you can safely make a break for the exit, put on those shoes and start running.

Calamity's Altar

ENEMIES
Noir
Orthos
Manticore
Wyvern
Bigshroom

NOIR

SPECIAL ABILITIES
Dark Flame
Hellfire

WYVERN

SPECIAL ABILITIES
Demon Attack
Curse Roar

ORTHOS

SPECIAL ABILITIES
Demon Attack
Curse Roar

BIGSHROOM

SPECIAL ABILITIES
Shroom Breath

MANTICORE

SPECIAL ABILITIES
Demon Attack
Curse Roar

Hopefully, you've conserved much of your SP for this final engagement. Noir is content to stay at the top of the stage, but his minions do not give you that opportunity. That's fine; they can come down to their death. Send out one character and move them to the bottom of the stage. All of the other enemies on the stage will converge on them. When they get near your base panel you can ambush them with your group, surround them, and kill them with Special Attacks. Try to kill at least two (hopefully three) of them in your first turn. Keep a very careful eye on your characters and their positioning. You DO NOT want Noir to engage while there are still other monsters around.

With the other demonic creatures destroyed, it's time to show Noir that his vision will not come true. Use shoes to get up close to him, and re-equip your strongest weapons for your most powerful Special Attacks. Use all of them on him without giving him the benefit of a respite. When it comes to his turn, Noir shows no mercy and he hits VERY hard. Continue the barrage, pounding him with Prier's Redemption, Eclair's Light & Dark, Father Salade's Holy Punch, Culotte's Kitty Kitty, and Alouette's Repent! until he is defeated. He's a tough enemy, but Noir cannot be allowed to realize his Utopia. He can be defeated with all of the Special Attacks at your command.

Inside Croix's Heart

With Noir's defeat, Prier shows that she has learned the greatest lessons of her teachers. Everyone has fought their hardest and worked together to fight against the forces of darkness, but Prier has been the linchpin holding the group together. Now, she must fully realize her own depth of emotion, as she journeys into Croix's heart to help him battle his own personal demons. Only with both of them working together, and sharing their own bonds of emotion, will they be able to defeat the Dark Prince forever.

Croix's Heart

ENEMIES	DARK PORTAL ENEMY
Dark Croix	None

DARK CROIX

SPECIAL ABILITIES
Dark Wave
Dark Bless

This is not the time to be subtle. Equip Prier and Croix with everything that you have at your disposal and move in for the kill. Surround Dark Croix and use your most powerful Special Attacks against his: Prier's Redemption and Croix's Sacrifice. Dark Croix is completely powerless to stop you, and Croix can finally be free of the darkness that he has carried for so long.

All that is left is to return to a world of balance, where once again people can live in peace and freedom. The forces of light and dark have retreated to a cautious equilibrium, and the members of La Pucelle are free to pursue their lives once again. Everyone has their final stories to tell, but the land that they call home is now a place where they are free to be themselves and trust their own hearts and minds.

GOOD AND SPECIAL ENDINGS FOR EACH CHAPTER

There are multiple endings for many of the chapters; the rewards that you get for them vary. Bad and Normal Endings give you less bonus Prica and a different cut scene. Getting the Good and Special endings can give you additional, rare items as well as much more Prica. This section details exactly how the best endings can be obtained for each chapter.

ENDINGS

Not all chapters have multiple endings.

DISCLAIMER

BEWARE! THERE ARE SPOILERS AHEAD!

This section of the guide covers how to get the Good and Special Endings for each chapter and many of the things that happen toward the end of the story. Although specific details are avoided where possible, some of the discussion reveals elements of plot.

Chapter One: On-the-Job Training

ENDING	REWARD
Good	2,000 Prica
Normal	400 Prica
Bad	100 Prica

First, talk with one of the boys in front of the Orphanage. He tells you of an area nearby that has zombie problems and pays you to investigate it (this takes you to Devil's Stomach). Once you discover Montblanc Castle, you must explore the area thoroughly and trigger two event squares. One is in the Birdcage stage and the second is in the Hall of Truth. These reveal the truth behind the events of Montblanc Castle, giving you the Good Ending.

Chapter Two: A Child's Promise

ENDING	REWARD
Good	3,000 Prica
Bad	100 Prica

Visit the Crime Scene to get the murderer's message. This leads you to Mt. Tarte on the trail of the killer. On Mt. Tarte, go to the Fountain of Mercy stage to help a friend in need. This act of compassion gets you the Good Ending.

Chapter Three: Prier and Alouette

ENDING	REWARD
Good	5,000 Prica
Bad	100 Prica

Within the Forest of Tears stage, go to the event square. You then encounter a very sad Eringa with a pressing problem: she's missing Mushroom Essence. Proceed deeper into the forest to the Forest of Tribunal stage. One of the event squares there gets you the Mushroom Essence; the other triggers a small cut scene with a cat. Return with the Mushroom Essence to the Forest of Tears to give the Mushroom Essence to the Eringa.

Later, after Prier's tense conversation with Alouette, leave the Barsom's Home stage and return to Pot au Feu City. There you learn the true nature of the hunters you were protecting. When you finally return to the forest, you can then confront the actual source of the problem instead of the hapless Lord of the Forest. Once you defeat the Gargoyle you then get the Good Ending.

Chapter Four: A Gigantic Problem

ENDING	REWARD
Special	10,000 Prica + Angel Shoes
Good	8,000 Prica
Bad	100 Prica

The Special Ending can only be obtained if you defeat the Monster in the very first Mayonnaise Harbor stage. This is somewhat difficult, but the reward is worth it. The Angel Shoes are MV +3, DEF 80, SPD 200, and SPD Up +3, and the amount of distance that you can cover with them is incredible.

The Good Ending requires that you save the Monster from the attack of Homard and the Escargot Crew. You have to defeat them before they take out the Monster. After those events, the only other thing for you to do is to take Kinoko Jiru to Rocini, the sick boy in the Infirmary of Pot au Feu City.

Chapter Five: A Hairy Situation

ENDING	REWARD
Good	12,000 Prica
Normal	2,400 Prica
Bad	100 Prica

Right after you encounter the Fluffies for the very first time, take Prier's suggestion and return to Pot au Feu City. There you meet a woman named Suzanne, who wants you to clear out the forest so that she can visit her boyfriend. Return to Meuniere Forest and go to the Barsom's Home stage. Barsom is now sporting a thick new coiffe of hair; however, this definitely relates to the problem of the Fluffies. Go back again to Pot au Feu City and speak to Suzanne again. She refuses to change her mind about anything and leaves.

Back in the forest, Barsom's Home has more problems. In the fight that follows the events, you must protect Barsom and Suzanne from Belial and the Fluffies. Saving the lovers from the monsters gets you the Good Ending and its the right thing to do if you are ever going to convince them of the true nature of love.

Chapter Six: The Journey Begins

ENDING	REWARD
Good	17,000 Prica
Normal	3,400 Prica

Fully explore the nature of Eclair's heart. This requires that you explore the stages of Resigned Heart and Fleeing Heart. The valuable insights that you gain allow you to get the Good Ending and help you save Eclair.

Chapter Seven: A Dance in the Sky

ENDING	REWARD
Good	23,000 Prica
Normal	4,600 Prica

To get the Good Ending, go through each of the stages in the Escargot and defeat all of the monsters that you find there. This culminates in the battle of the Engine Room, where you defeat a Demon Lord. Although this is not enough to save the ship from crashing, you have rid the world of many dangerous creatures and did your best to save the airship.

Chapter Eight: To An Undiscovered Land

ENDING	REWARD
Special	200,000 Prica + Goddess Ring
Good	80,000 Prica
Normal	6,000 Prica

To get the Special Ending, defeat the Giant Thing at its full strength. This can be somewhat difficult, but the experience and rewards are worth it. The Goddess Ring raises ALL attributes by 100 and gives ALL bonus attributes +3—definitely worth it.

The Good Ending only requires that you beat the Giant Thing; it does not have to be at full power. To decrease its strength, run past the Unbeknown Fear stage and into the area to the right (Ray of Hope). The event square there gives you the option of lowering the level of the Giant Thing to about level 25, a much easier proposition.

Chapter Nine: Memories of Fatima

ENDING	REWARD
Good	38,000 Prica
8Bad	100 Prica

Albijwaz has transformed the villagers of Couscous Village into Manticores. Because the Manticores are innocents, they have to be protected. You have to skirt around the Manticores and kill ONLY Albijwaz to get the Good Ending.

Chapter Ten: The Dark Prince

ENDING	REWARD
Good	47,000 Prica
Normal	9,400 Prica

Changing the events of the past could have dire consequences on the future. Because of this, you cannot kill any of the Imperial Soldiers or Sergeants (no matter how much you want to). This requires the use of shoes and a high-movement character, such as Papillon or Eclair. Equip them with four pairs of shoes and maneuver them through the three levels of Choix Hill safely. Although difficult, it is only a matter of patience to succeed in getting this Good Ending.

Chapter Eleven: The Maiden of Light

ENDING	REWARD
Good	57,000 Prica

There is only a Good Ending for this chapter. Complete all of the events and defeat the Dark Prince to get the bonus amount of Prica.

Chapter Twelve: A Legend Is Born

ENDING	REWARD
Good	Completion of Game

There is only one ending to *La Pucelle: Tactics*, a Good Ending. Defeat all of the powers of Darkness to get the final stories for all of the members of La Pucelle and see what happens to Prier and her friends.

BONUS AREAS

When you reach the final stages of the game, there is a bit of freedom in how to proceed. In the final (12th) chapter, you are able to get the vast majority of your party back. Only one person is absent, and you have access to everyone else, including Father Salade! This makes the point before you enter the Angel's Gate ideal for exploring the side aspects of *La Pucelle: Tactics*.

From this point, the Dark World is beatable without being quite as daunting, the Cave of Trials is unlocked, the Dark Shrine is open, and all you need to do is start some serious leveling.

Powering the Party for a Final Push

No matter which final stages you are gearing up to handle, it is useful to grab a handful of extra levels. Fighting through the Cave of Trials offers extra money, a powerful weapon, and more experience.

Make sure to choose at least two characters that you want to level quickly. Having two super heavy hitters is critical! Also, check to ensure that all allies have the Braveheart spell (an essential ability for the later battles).

Advancing your item levels is important as well. When you have a set of equipment that is really looking great (from some of the final story levels or from the Dark World itself), take the time to level those items. Getting some of the better gear up to the 20th level yields spectacular results in damage done. The second stage of the Cave of Trials is one of the best places to accomplish this (it is open, has many targets, and is fairly safe for creating elemental chains).

Over time, raising and training monsters is lucrative. Not only are higher-level monsters be needed for combining the better items, but these trained beasts can serve you well in the Dark World. The items that start to be sent home by some of these creatures are of astounding quality. Weapons with ATK values up near the 1,000 mark are out there, even for parties without stellar levels of their own. Remember to talk to the Dark World Scout after every battle in hopes of further gifts.

Get the stores to as high a customer rank as you can. Using money from the Cave of Trials battles and from excursions into the Dark World, you can get even the later ranks. For those few people who need the higher rank even more than the items at a given point, there is a trick to raising the bar much faster.

Instead of buying mediocre items for use, you buy and then sell them back and repeat the process. This is much more effective for raising Customer Rank, although it destroys your stash of liquid assets at a frightening pace. It's just something to keep in mind.

Cave of Trials

The Cave of Trials is open for some time. As soon as the party returns to the main continent, the cave opens. Some of the people in town even mention that Father Salade used to go there and train when he was younger. Well, the old guy is still up for a challenge, and the cave has much to offer. The experience from the later battles is quite good, the money is splendid for a good while, and a special weapon will be yours at the end of the journey. What could go wrong?

There are five battles in the Cave of Trials. The first four are quite easy, although they are still covered below. It is the fifth battle that will really test the mettle of a party that is out to win the legendary God Hand!

Cave of Trials 1

ENEMIES
5 Erinda
3 Ogres
2 Beartrom
1 Catoplebas

DARK PORTAL ENEMY
Erinda

ERINDA

SPECIAL ABILITIES
Spores
Piston
Shroomania
Shroominator

OGRE

SPECIAL ABILITIES
Bear Bash
Bear Cross

BEARTROM

SPECIAL ABILITIES
Cute
Forest Chums

CATOPLEBAS

SPECIAL ABILITIES
Lord's Roar
Forest Rage

The first cave doesn't pose much of a challenge to a party in their 20s and 30s (and it is especially easy for a group of even higher-level characters). The Erindas at the front of the cave are fairly aggressive and come forward even if you try to hang back. It is better to rush the ones nearby and to eliminate several of their number before giving the Erindas a chance to make any moves. Physical attacks work quite well because the Erinda are spread out too well for area-of-effect abilities to do much damage anyway.

After a round to consolidate and defeat any remaining Erindas, put on a few shoes and rush the Ogres ahead. A low-level party can be conservative and try to draw one or two of the members forward with a weak ally, but this is a slow and trying process. For those with even a few more levels, a daring rush is more productive.

Leave the Beartroms and the fearsome-looking Catoplebas for the end. Group around these and use powerful, close-range Special Attacks to finish the enemies. After each cave, you have the absolute freedom to rest and save, so there is no need to save SP. In truth, this fight is just a teaser for the exciting challenges to come!

Cave of Trials 2

ENEMIES
4 Jugons
1 Lamia
3 Kracken
1 Bigshroom

DARK PORTAL ENEMY
Jugon

JUGON

SPECIAL ABILITIES
Siren Song
Break Shot

KRACKEN

SPECIAL ABILITIES
Bubbles
Blow Hole

LAMIA

SPECIAL ABILITIES
Siren Song
Break Shot

BIGSHROOM

SPECIAL ABILITIES
Shroom Breath

There is great fun to be had in the second Cave of Trials battle. There are many lighter enemies that have started in proper formation! This means that area-of-effect attacks in the first round of battle decimate the Jugons and their Lamia leader, cutting the size of the enemy host in half before any counterattacks can be made.

After this, get your party into a wide formation and wait. The Bigshroom will gather its bulk and plod over for an honorable assault. Give it the tribute of a first strike (while letting it get into your midst) and then return with all the party's fury. The few Kracken who remain are able to do nothing without any support, and they can further be weakened with Miracle Attacks if necessary.

ELEMENTAL CHAINS GALORE

This is a large level that is also quite free of obstacles. With those facts combined, you can find that the second Cave of Trials is one of the best item-leveling spots in the entire game. With a brief setup, characters can get six or more levels for each item in their inventory on a very consistent basis! Bring a few spare Change-Ups and have a great time.

Cave of Trials 3

ENEMIES
7 Chuchu
9 Mini Dragons
1 Nosferatu

DARK PORTAL ENEMY
Chuchu

CHUCHU

SPECIAL ABILITIES
Suck Blood
Charge

NOSFERATU

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

MINI DRAGON

SPECIAL ABILITIES
Suck Blood
Hypnotize
Charge

It's all about area-of-effect attacks in this battle. A massive swarm of various bats soon falls from the ceiling at the far end of the cavern and begins a fast approach. Trying to meet them head on will simply not do unless your party has reached high level. Instead, draw the monsters forward with a weaker character in a rear corner and then dash out with the rest of your party when the bats are close enough. Use the most expensive and devastating area-of-effect Special Attack possible, with Homard, Eclair, and Prier using their best physical attacks to wound as many as possible. (Have someone cast Braveheart on this trio before using Broken Arrow, Batter Up, etc. so that even more damage is done to the Nosferatu and nearby foes.)

The experience comes in fairly quickly from this battle; return for a few extra runs if the fight is one that pleases you. It is especially effective to have characters practice their better area-of-effect attacks on this crowd, so Cave of Trials 3 is a useful spot for future visits.

Cave of Trials 4

ENEMIES
4 Salamanders
3 Jabberwocks
4 Redcaps
1 Basket Case
1 Pandora

DARK PORTAL ENEMY
Salamander

SALAMANDER

SPECIAL ABILITIES
Elemental Spells

BASKET CASE

SPECIAL ABILITIES
Sleep Roar
Battlecry
Beast's Roar

JABBERWOCK

SPECIAL ABILITIES
Elemental Spells

PANDORA

SPECIAL ABILITIES
Sleep Roar
Battlecry
Beast's Roar

REDCAP

SPECIAL ABILITIES
Sleep Roar
Battlecry
Beast's Roar

The spread of enemies in the fourth cave is somewhat daunting. Magical damage abounds, and there are many creatures with high DEF. Getting through here is primarily about using the first round to eliminate many casters as quickly as possible. Without a good start, things get very ugly at an uncontrollable rate.

To promote a keen victory, use magical attacks on the cluster of Redcaps and Basket case near the front of the room. Although they have a fairly high resistance, their defense is high enough to turn away most area-of-effect attacks. Culotte and Alouette should attend to these enemies while the rest of the party attacks the Salamanders on the flanks.

From here, everyone in your party is naturally spread out (as was needed to properly engage the Salamanders). Even if one of the Jabberwocks comes forward ahead of time, it won't be able to seal the entire group's doom. If the plan is working, the Pandora and probably two of the Jabberwocks remain. This isn't enough to survive a good rush by Prier and a few of her buddies (the Jabberwocks fall quickly and then a Braveheart round will crack even the Pandora's fine defense).

Walk back outside, rest, and save. Everything before the fifth cave is a warm up. The final battle may take more effort, but its rewards can be reaped for ages.

Cave of Trials 5

ENEMIES
5 Sir Zombies
4 Apparitions
4 Chimera
1 Hekatoncheir
1 Zombie King

DARK PORTAL ENEMY
None (No Elemental Portals)

SIR ZOMBIE

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

APPARITION

SPECIAL ABILITIES
Elemental Spells

CHIMERA

SPECIAL ABILITIES
Demon Attack
Curse Roar

HEKATONCHEIR

SPECIAL ABILITIES
Muscle Bomber
Spirit Wave

ZOMBIE KING

SPECIAL ABILITIES
Poison
Zombie Lunge
Zombie Slash

There are bosses in this fight that can challenge parties that are well into the 100-200 range, so dig in for incredible experience (just be ready to retreat at the end of the round until your party is ready to take what they dish out).

As far as experience and training goes, attacking the Chimeras and Hekatoncheir get characters major points. These Boss creatures are worth their weight in gold when it comes to gaining levels, so even a full volley of attacks spent killing one of them can be worthwhile!

To destroy the entire group, when the time comes, use area-of-effect Special Attacks to silence the Apparitions while damaging the nearby Zombies and Chimera. It is just about impossible to survive the magical onslaught from those Apparitions with most parties, so they cannot be allowed to survive for even a single round!

Use Homard and his fabled Burning Soul to damage or slay an enemy in the first round and draw some of those Bosses in his direction. Have allies stand far enough away to avoid the Spirit Wave that the Hekatonchier may use during his turn.

Only when all of the initial enemies are gone should you consider the Zombie King as a viable target. This undead leader is quite high level and has high ATK, DEF, range, and a wonderful item. With enough characters to serve as distracters, draw the Zombie King out, buff your best attackers, and hope for the best. There isn't much subtlety to fighting him (just make sure to use a weak character to lure the Zombie King out of his cubby).

Not only will you receive the God Hand for your triumph in the Cave of Trials but the second part of the Dark Shrine will be unlocked. At some point in the future, this means you can take on Baal in a battle of unrivaled difficulty.

The Dark World in All Its Glory

With a huge shift in party survivability, due to training in the Cave of Trials and level building in general, it is almost time to conquer the Dark World. There are two major points where this will become possible. For the first great victory in the Dark World, the party must be able to defeat some of the more powerful creatures in the region when they are over level 500! Boss monsters are already quite potent no matter what level they are given, so the party should be getting well into the 100+ range before this is a viable option.

For a safe run of things, build the majority of the party up to level 150 or so and have your favorite character continue to gain until reaching 250 (or higher). With some of the faster techniques, this is not a slow process. Anyone willing to attack fellow party members will find that a six-person special move can yield a level or more every single time. This makes it easy to gain safely and with fair speed even after the Cave of Trials stops being such a good source of experience.

Getting around in the Dark World is a tad dangerous, and there are many things to keep in mind. First off, build your way into the higher levels by taking early runs through lesser portals. Start with a 110 Dark Energy Index rating and see what the monsters are like inside. If things are too easy, raise the Dark Energy Index until the monster levels are at an appropriate range and continue. If you take many surveys in the Rosenqueen shop you will eventually be asked if you want to fight stronger monsters. Saying yes will further increase the levels of the creatures in the Dark World.

Have the fastest person in your party be equipped with Angel Shoes and three pairs of regular shoes. This will add +6 to their movement range. That will be you the best chance of being able to rush through Dark World levels without ending by hitting the dreaded "End Turn" button. Selecting end turn in most areas is almost certain to get several characters plastered by long-range spells because many of the monsters in the Dark World have very high-level elemental magic. They can deal massive damage, at frightening range, and there isn't much you can do to survive it. Instead, the key is to either knock out every creature on a level in one round (thus winning before damage it returned to you) or defeating several opponents and fleeing to the next level without comeuppance!

Almost never use normal attacks in the Dark World. The enemies have too many tricks up their sleeves, and it's never worth a miss to deal a bit more damage. Use those SP and land many Special Attacks. This will raise the level of your favorite Special Attacks anyway, and that is a pleasant bonus.

For some of the most dangerous beasts (such as the Bosses), Braveheart is the answer. Save the fast character (i.e., Eclair) in your party for a run to the exit. With your other seven characters, do the following: put the best two near each other, have the five other characters cast Braveheart on both of them, and then attack the targeted creature with those two characters.

REPOSITIONING

Because you are free to retreat and reposition after having Braveheart cast on a character, you can move attackers back near your base panel, have them buffed with Braveheart, retract the movement and then go against a distant enemy in the same turn. This is a critical skill during prolonged fights because you won't want to have the party clumped together. If you end the turn with all five Braveheart casters in a packet, some creature comes forward and stomps them all! Instead, your two heroes can walk up to each Braveheart caster in different areas, get the spells cast, and then move on to a different point for the next buff. This leaves the party spread out enough to avoid disaster.

With five Bravehearts cast, the two heavy-hitters have double their normal ATK value! This may sound like only a moderate improvement for so much work on the party's end, but it isn't trivial in any way. Indeed, double the attack can lead to doing massively more damage. This lets characters who could barely affect certain monsters do real damage!

Once the levels come together, and these techniques are refined, go after one of those 500+ Demon Overlords. Defeat one of them and complete that run of the Dark World for a special sequence. Not only will Prier be acknowledged for her efforts; she will be given several gifts.

OVERLORDS PART I

Here are the rewards for defeating a 500+ Level Overlord.

- **Accept a new Title for Prier**
- **Gain the ability to Purify Boss monsters**
- **Receive the Warp Engine**

The Warp Engine changes the entire dynamic of the Dark World for your party. This incredible device allows party members who equip it to travel instantly to any point on the stage (even places that are across gaps). This means that every level of the Dark World can instantly be skipped unless there is a monster standing on the gateway itself! In addition, by equipping, moving, and unequipping the Warp Engine, an entire party can get into position against a powerful foe no matter how distant the target is at the beginning of the round.

The ability to purify Boss creatures may sound like a cute gimmick at first. However, this is absolutely one of the greatest gifts in *La Pucelle: Tactics*. Not only is it fun to make the most dreaded creatures in the game wait on your beck and call but there is beautiful potential for leveling up because of this. Notice that Boss monsters are worth far more experience for their levels than characters and normal monsters (see *The World at Large* section for the Experience Table). The tradeoff is that these foes are much harder to beat normally. Well, that wouldn't be much of a tradeoff if the enemies are in your own party, eh?

Grabbing six high-level Bosses (perhaps from the Cave of Trials) allows your characters to level by blasting six Bosses in a single attack. Gaining several levels at a time, this catapults a party into the stratosphere!

After reaching level 300+ or so with two characters (or even as high as level 400 for more safety and fun), you can obliterate the 700+ Demon Overlords without hesitation. The next step in dominating the Dark World is to defeat 20 of the 500+ Overlords and a single 700+ Overlord. Note that these don't have to be the final enemies for a specific run through the Dark World. The Overlords appear on various stages, and each one slain is a feather in your cap.

OVERLORDS PART II

Here are the rewards for defeating 20 500+ Demon Overlords and a Single 700+ Overlord.

- **Accept a greater Title for Prier**
- **Receive the Light Year Cannon**

The Light Year Cannon gives character the ability to use a normal attack from any range. This is an interesting item, but many of the higher enemies are too dangerous to try this against (their counter-attacks are evil, and one miss could spell the end of your favorite attacker).

The special scene that unfolds after your victory in the Dark World is wonderful. What happens is a closely guarded secret, but trust that it is well worth the effort of getting there in the first place.

The Dark Shrine

It is a difficult decision when to tackle the Dark Shrine. Usually people who look within try to endure the horrific battle inside some time between the first victory in the Dark World and the second one. Baal himself, a demon of unimaginable power, waits in the second dungeon of that area with three allies. Only a party with many levels and a brilliant leader can survive against such a host, but here are a few tactics that can make that day yours before long.

First off, Baal has the Robot Suit, an artifact of some distant land. This armor has 1,000 in the combat attributes (HP, ATK, DEF, HIT, and SPD) and raises those attributes by 5 each! Your party receives the Robot Suit the first time you defeat Baal; for this reason, the first goal of the Dark Shrine is not to win the battle against Baal and his minions but simply to knock Baal down and flee with his armor. Using the tried-and-true technique of dispersing your party, casting Braveheart five times on your best characters, and then moving to attack succeeds admirably.

On the first round, cast Braveheart on three people with the rest of your party. Make sure Homard is one of the characters moving in to strike! Have him attack Baal with Burning Soul while the other two use their most potent Special Attacks. The key here is that ALL of the enemies respond at the end of the turn by moving to snuff Homard with fury. This spares everyone else on the stage from a round of attacks (and is a true boon). With a second round to use Braveheart, Baal should be in pretty terrible shape. If your party is spread out, the monsters go after several of your weaker members and don't get around to the two heavy hitters. That means Baal can be defeated on the third round if he hasn't fallen already. With his Robot Suit in hand, you can leave and continue building levels!

When the party is ready for the hardest fight in the game in earnest, return to Baal's chamber. There is a different procedure for going after all four enemies. Instead of attacking Baal first, it's slightly better to eliminate his minions (who have greatly fewer HP). With enough Braveheart use and leveling, it is often possible to kill one of the minions on the first round while badly wounding another. Have Homard use Burning Soul again to earn a relatively painless response. By defeating the rest of the minions on the second round, Baal is left alone. He is only able to batter down on one Braveheart caster per round! Although it may be a close call for parties without insanely high levels, the two remaining attackers should still be able to whittle the demon down and end the battle for the side of justice!

There is no special reward for defeating all of the enemies, but your party does receive a monstrous bonus in terms of money. Also, once you become powerful enough, having the chance to purify some of Baal's minions provides even greater leveling potential and some delightful allies for futher conflicts.

LA PUCELLE TACTICS OFFICIAL STRATEGY GUIDE

By Kathleen Pleet

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